

Dialogue

What to say...



Why Speak?

- Ask yourself what your character is trying to accomplish by talking.
- Most people don't talk to hear the sound of their own voice.
- What is your character's objective?



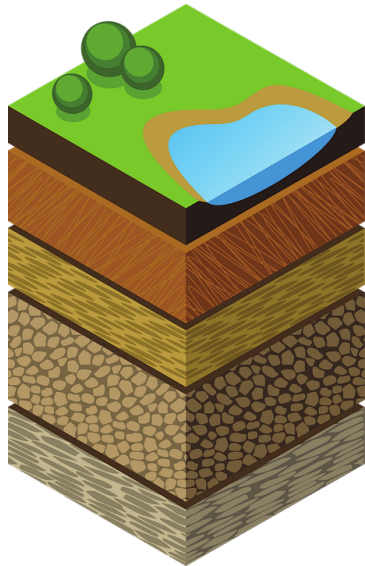
How it Should Sound

- Dialogue doesn't sound exactly like real speech. Awkward pauses, speech tics, and sounds like um are usually taken out.
- Keep it concise.
- Most people don't keep talking for more than a few sentences, and most characters shouldn't either.



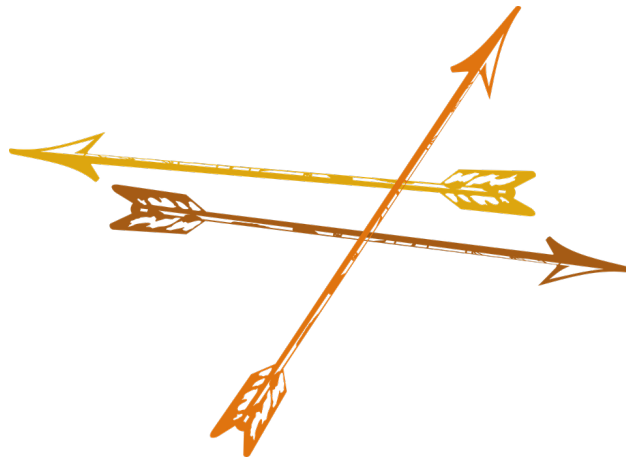
Layers

- Dialogue has layers. There's what a character says, what they don't say, and even sometimes what they *can't* say or admit to themselves.



Hunger Games Example

- In this interview scene, Katniss has to present herself in a certain way in order to please the audience so that she has a better chance of survival. She can't say what she really thinks.
- Link is here: <https://www.youtube.com/watch?v=S2sXXG3tTaI>



How the Layers Worked

- First layer (what is said)—banter about dress.
- Second layer (what is unsaid)—like me so I don't die.
- Third layer (the unsayable)—I find you all repugnant for participating in this system.



Writing Exercise

Write a conversation between...

- A mean boss and their assistant
- Feuding/estranged relatives at a family dinner
- Strangers trapped in an elevator
- Rivals trapped in an elevator
- Two significant others breaking up

