



For this Sphereplay template to be used as intended, use the blocking codes in the above Sphereplay Blocking Diagram.

This template is designed for FD11, but can be used for earlier versions. If you are using an earlier version (FD9 or FD10) and cannot see the image above, please download a copy of the Sphereplay Blocking Diagram at: [www.cinemersia.com](http://www.cinemersia.com)

FADE IN:

EXT. FOREST DAY

We are surrounded redwood trees. Far above us we can see sunlight flickering through the canopy. There is a particularly large tree right in front of us. For this scene, that tree will be considered Front Center, and that designation will not change during this scene.

FC

From behind the FC tree appears a friendly-looking brown bear. He walks toward us on his back feet.

BEAR

Hi there. I've been sent to help explain this VR Sphereplay Template for Final Draft 11. Yes, it works for versions 9 and 10, but works best for 11.

C

We, the audience member, step back. We are represented by the letter "C" which can stand for "center" or "camera", whichever you prefer.

BEAR (CONT'D)

Now, don't be going nowhere. I ain't gonna eat ya. I'm just here to explain this thing, like I said.

(beat)

First, notice that there have already been some blue letters put into this script. Those are what we call "VR Story Directions", or also "VR Elements". To understand them, what they stand for, you need to examine the chart at the beginning of this script. So take a minute to do that. It's important.

(beat)

Go on now. I'll wait.

BEAR (CONT'D)

Ok, now that you've done that, this is gonna make a lot more sense.

(beat)

To begin writing in 360 degrees spherical (and yes, remember it *is* spherical, not just 360 degrees across the horizon), it's useful to imagine yourself actually in the scene much as novelist might, not necessarily as a traditional screenwriter might.

BR-FLD

From over our right shoulder we hear buzzing of bees. Bear looks in that direction. The bees fly directly toward us, then on to our Front Left.

BEAR (CONT'D)

Now, if you noticed, those bees were coming from behind you, and to the right, or what is referred to in the template as Back Right. And that's why the BR was written for the VR Element.

(beat)

But they also flew right on by you, and off to what would be your Front Left, and disappeared off into the distance. So it was written as BR-FLD, or Back Right to Front Left Distant.

Suddenly Bear moves to our left and behind us.

BL

BEAR (CONT'D)

I came over here to make my next point. Now I am what is called Back Left. So BL was the VR Element that was written. I think you're understanding that part now.

(beat)

But, you turned to look at me, didn't you? Just as expected. After all, can't be letting a big bear get behind you. But does that make me the new Front Center? No. That would get the VR Elements all confusing. So, if you notice, for this particular scene Front Center was noted as that big redwood there. So I am still Back Left, even though you're looking right at me now.

BEAR starts to climb a tree. About 10 feet up, he turns and looks down at us.

BL-U10

BEAR (CONT'D)

Ok, so now let's say its important to the story you are creating that the director, cast and crew all understand that I have climbed up here. So as you can see, the VR Story Direction is BL-U10, or Back Left, Up 10 feet.

Bear climbs back down and returns to the big tree.

BL-FC

BEAR (CONT'D)

The key is to lightly advise the cast and crew about the location of significant story points within the VR Sphere, not every single thing. When the spherical scene is filmed, the blocking might change, so don't go too crazy with lots of VR Story Directions. But it's important that your basic intent is understood, just like directorial notes in a traditional screenplay.

Bear starts to leave, but then returns.

BEAR (CONT'D)

One more thing. You might be wondering how you get the VR Story Direction elements to appear in your script? Easy. For Final Draft 11, do the following. OUTSIDE of a dialogue box, click enter/return to put cursor on left edge, where you want to place the blocking code/directions. Type the blocking code. Then select VR Story Direction in the pulldown menu at the top center of FD11. Final Draft will automatically capitalize and color the VR blocking/directions for you. Easy. If you are using Final Draft 9 or 10, click Control 9 and that should bring up the VR Story Direction codes.

FL(S)

The bee buzzing sound grows louder coming from FL. Bear looks in that direction.

BEAR (CONT'D)

I think those bees have got a nice honey-filled hive over there. What do you think?

(beat)

Hey, did you notice that the same VR Story Direction mark was used for just a sound, but a (S) was added, to indicate that it was just a sound from that direction.

(beat)

(MORE)

BEAR (CONT'D)

Well, I'll go explore that and get myself a snack. Hope this helped.

Bear starts to leave FR, then stops and turns back one last time.

FR

BEAR (CONT'D)

Oh and if you need help, you can contact the good folks at Final Draft or CINEMERSIA. They'll be glad to help you.

(beat)

Bear out!

FRD

Bear wanders off into the distance.

FADE OUT.