



**S**StudioDB  
<Script File>  
3/3/2024, 10:31 AM



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**📁 File Source 📁**

**#3 StudioDB - How To - Q&A**

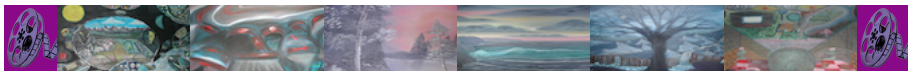
**StudioDB Docs**

**<5> Scenes**

**<1> Writer(s).**

**Ray Luka**

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**Studio: StudioDB Team**  
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Script  
**#3 StudioDB - How To - Q&A**

Project  
**StudioDB Docs**

=====

By  
**Ray Luka**

Genres  
**BIOGRAPHY, DOCUMENTARY**

Type  
**Movie**

Status  
**Started**

Version  
**1.1**

=====

Scenes  
**<5>**

Characters  
**<2>**

Locations  
**0**

=====

No Script Plot:



## #1 HEADING - UNDERSTANDING STUDIODB

<45> Elements

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FADE-IN

User and Guide are meeting on a deck at a restaurant-  
waiting for a table - they are about to watch Dallas  
Maverick Basketball game

User got his iPad (or iPhone) - he is looking at the  
recent free download of StudioDB

MEDIUM SHOT

USER

Explain StudioDB - not technically  
- explain to me why I should use  
it?

Guide thinks for a second- and says

GUIDE

To put it simply - I see it as the  
future of writing screen plays

USER

Why did you create it?

GUIDE

I created this - because this is  
what I wanted as a Screen writer

USER

What did you want as a screen  
writer?

GUIDE

I wanted to cast my Characters-  
have a visual image of them as I  
a writing - I wanted to know how  
and where each of my Characters  
were used - how many Scenes they  
were in - Locations for my  
Scenes- how many time I visit  
that Location in the Script

USER

And it's on iPad and iPhone

GUIDE

Yes - I wanted something that will  
let me write - anywhere any time

User is looking at the app - thinking of what he wants to ask next - then says

USER

(curious)

Explain versioning

GUIDE

I Wanted a saved version at different stages of my creation process

User is thinking

GUIDE (CONT'D)

It let's me see how the script/story evolves over time

USER (O.S.)

Go on

Guide is thinking

GUIDE

If you are writing a trilogy or a Saga - you can see how each Character is being used in all 3 or 7 Scripts from one View

USER

(looking at ipad)

Give me high level on how it's set up

GUIDE

Create a Project- create Scripts , Characters , Locations within a Project - and start writing

USER

(little smile)

That's it

GUIDE

Use it - and either you will see its potential - Or go back to using a computer or type writer

USER

I will give it a try

GUIDE

(little smile)

Once you start using Import/Export - Copy-Cut-Paste - let your

fingers do the writing - see all  
that StudioDB is capable off

USER

Copy-Cut-Paste (import)

GUIDE

Characters-Locations-Scenes-Elements  
can be copied and pasted into  
another Projects , Scripts or  
Scenes- they can also be  
exported/imported/saved in file  
format

USER

Give me an example when I would  
use it?

GUIDE

Let's say you have a Script  
written in StudioDB called 'The  
One' in the Project 'The One'

USER

All right

GUIDE

Lets say you wanted to write  
another Script a sequel - and  
decided you did not want to do it  
in the same Project (hypothetical  
scenario)

USER

Ok

GUIDE

You create a new Project 'The Two'  
create a Script called 'The Two'

USER

So at this point - I can copy  
Character and Scenes from 'The  
One'

GUIDE

Yes - Characters are created in a  
Project - so you can select the  
Characters that you would want to  
copy - and then paste them in the  
Project 'The Two'

USER

All right

**GUIDE**

You could also save it to a file -  
which can be imported back at  
future point in time - or on  
another device

**USER**

Scenes

**GUIDE**

Let's say you want the first five  
Scenes to also exist in the  
script 'The Two '

**USER**

Copy and Paste (import)

**GUIDE**

Yes - Scenes are copied and pasted  
(imported) from Script to Script

**USER**

Can also be  
exported/imported/saved to file

**GUIDE**

(little smile)

Yes - start using it - and see all  
its potential



**As the User is looking over the App - and asks**

**USER**

**Explain XScript and XProject?**

**GUIDE**

**Simply put - history or saved  
versions of your Script or  
Project at a given time**

**USER**

**XProject?**

**GUIDE**

**If you are writing a Trilogy - you  
may want to save a Project  
version - it will create a  
XScript for all the Scripts and  
tie it to a saved Project version  
XProject**

**As User notices the Version number**

**USER**

**Explain how version number is set  
up?**

**GUIDE**

**If your Script says 3.4 - it  
suggest you have created XProject  
twice - version 1 and version 2**

**User is thinking**

**GUIDE (CONT'D)**

**And since you created XProject  
twice - you must have created  
XScript Once at some point in  
time**

**USER**

**Every time you create XProject or  
XScript - version number changes**

**GUIDE**

**Yes - Script will start with 1.1  
then 1.2 1.3 every time you save  
Script- and if you save XProject  
at this point - Script will  
become 2.4**

**Note - first number will indicate how many times XProject were created- and second number indicates how many times XScript were created - either as XProject or XScript**

**USER**

**This will be stored on your device**

**GUIDE**

**Yes - but you can keep a back up of all your Scripts in file format outside the App**

**USER**

**How?**

**GUIDE**

**Simply create and move your StudioDB JSON files - to your iCloud or your device folders**

**USER**

**Or share your Script that way**

**GUIDE**

**Yes - you can import your exported file into another device**





### #3 HEADING - WHATS WITH THE ORDER NUMBERS?

<14> Elements

As the User is just looking over the App - will attempt to add some objects - as he curious about one of the options - and ask

#### USER

What's the deal with the order numbers?

#### GUIDE

Almost all objects you add - have order numbers - ranging from 1-9 - Scripts have Order Number 1-30 - indicating the order in the trilogy or saga - if writing a television series - the season and episode number

#### USER (O.S.)

Go on

#### GUIDE (CONT'D)

Project Group, Character Group, Location Group, Character, Location all contain Order number 1-9 - all table view are sorted by Order number in some form - so the important or main ones you want to see first - have a low number

**CLOSE-UP SHOT: USER**

#### USER

So it's used for sorting

**MEDIUM SHOT: GUIDE**

#### GUIDE

Yes - you can show the importance of your group - example you would want your misc Character in a group with higher level number - so they will show up at the bottom and your main Characters with lower number

**User is thinking**

#### GUIDE (CONT'D)

It's useful when you have many

Characters and Locations- if you  
have only few - you can use the  
default value - Once it starts  
getting bigger - then you can  
play around with order numbers

**WIDE SHOT**

**USER**

Mainly used for sorts and grouping

**GUIDE**

**Yes**



## #4 HEADING - PROJECT LOCK & SCRIPT LOCK?

<12> Elements

Now User notices there are picture of Lock over Project and Script headers - and ask

USER  
(thinking)  
Locks?

GUIDE  
Just wanted to give the user way to lock a Project and Script from being edited?

As user is trying to figure out - how do you lock it - and ask

USER  
How do you lock a project?

GUIDE  
Studio Tab - Projects option and Projects tab - Sidebar - are the only place that will allow you to lock a Project - Once a project is locked - Scripts within the project will not be able to edit

USER  
What about Script?

GUIDE  
Projects Tab - Scripts and Scripts Tab - sidebar- are the only place you can lock and unlock Script

User is thinking

GUIDE (CONT'D)  
Locking just disables Edit buttons

USER  
(little smile)  
Can you still read a Script when it's locked?

GUIDE  
Yes



## #5 HEADING - MY FIRST SCRIPT

《37》 Elements

User will seem like he has seen enough- and say

**CLOSE-UP SHOT: USER**

**USER**

Let's write a Script

**GUIDE** (O.S.)

Ok - first create a Project

**USER**

(on ipad)

Ok - done

**MEDIUM WIDE SHOT**

**GUIDE**

Select that Project - Select  
Script option on segment control

**USER**

(thinking)

Add a Script?

**GUIDE**

Yes - set Script settings at this  
point - or later in the Scripts  
tab

User is curious about the other options- and ask

**USER**

Characters, Locations , Artists

**GUIDE**

Now - if you know what you want or  
after you start writing your  
Script

User is not sure what that means- and say

**USER**

Explain what you mean?

**GUIDE**

You can create your Character in  
the Project at any time - just  
refresh every time you create new  
Characters - if you have already  
created a dialogue with that

Character name - refresh will  
sink that Character name to the  
Character Object

**MEDIUM CLOSE-UP SHOT: USER**

USER

Little confusing

GUIDE (O.S.)

Let's try it this way - the Script  
you just created - select that  
Script in the Script tab - and  
add a Scene - in content view -  
in Scene detail - add dialogue  
between John and Jack

USER

*(on ipad)*

Ok - added that

GUIDE (O.S.)

Now go to the Projects tab -  
Characters segment - create John  
and Jack as Characters

USER

Ok

GUIDE

At this point they are not  
connected to any Scenes- while  
you are there - add 2 actors in  
the Artist segment - any two

USER

Ok

GUIDE

From the Characters Segment - go  
to the Character detail view -  
cast John and Jack to the Actors

USER

Ok - still it says they are in no  
Scenes

**MEDIUM SHOT: GUIDE**

GUIDE

Yes - because we haven't refreshed  
the Characters in the Script

USER (O.S.)

Go on

**GUIDE** (CONT'D)

Go to the Scripts tab - Character segment - Sync menu button - press it - it will go through all the Characters in the Scenes and if that Character exist in your script - it will link it

**USER**

Got it

**GUIDE**

Also if you add a new Scene- you can add Characters to the Scene- if you already know what Characters are going to be in the Scene or don't

**USER**

Or Don't?

**GUIDE**

When you type a Character name - in dialogue - and return - if that Character exist in the Script- it will add it to the Scene and link it to the current dialogue- and will be available as a tap option going forward

Note - if you're one of the few people that used XStudioScripts - you would have noticed few additions- including the auto check for the Character name you manually type - and adding it to the Scene if the Character exist in the Script

**USER**

(little surprised)

Wow

**GUIDE**

(little smile)

Just have to get used to it

**FADE-OUT**