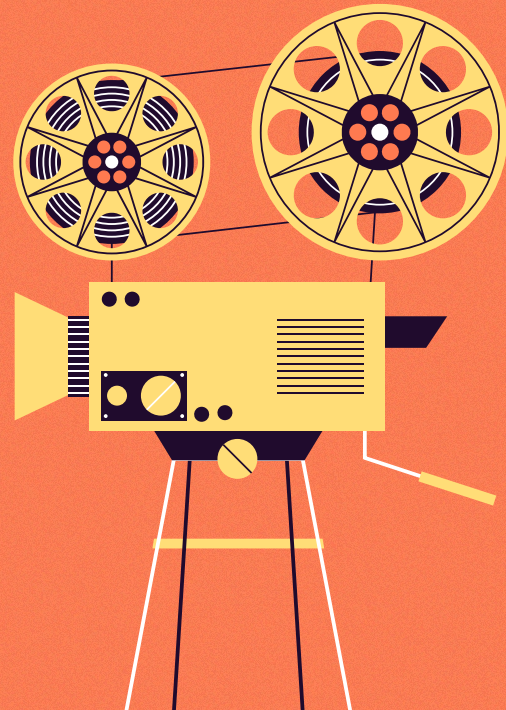


# Fight Scene Choreography

By: Théa Nair







# **My Process**

## **Research**

**> Reading and watching**

## **Application**

**> Scripting, pre-vis, shooting,  
and editing**

## **Presentation**

**> Finding an interesting way  
to teach it**





# **What is a Fight scene?**

**A conflict produces so much tension that cumulates into violence.**

**This violence manifests as a fight scene, in which characters physically battle each other using weapons, vehicles, or their own two hands.**

**Fight scenes are a subgenre of action scenes, which are characterized by their focus on physical activity rather than dialogue.**





# What Makes a Good Fight Scene?

**Story structure** > **3 Act structure**

**Motivation** > **Drive**

**Add layers** > **More intense**





# Writing a Fight Scene

- Act 1**                      **Introduce Characters & Conflict**
- Act 2**                      **Fight starts - “bad” character has the upper hand**
- Act 3**                      **End with style**





# Writing a Fight Scene

**Build up you action**

**Used different weapons**

**End with style**

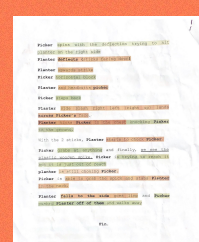
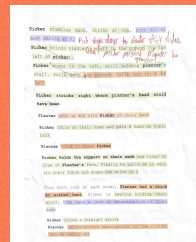
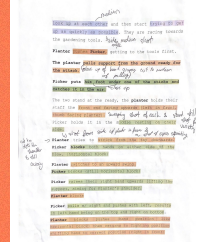
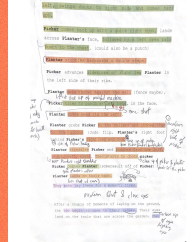
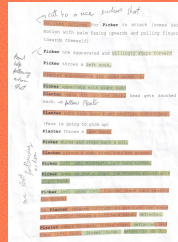
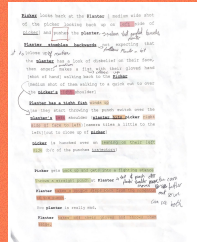
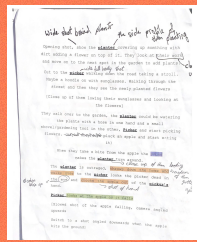
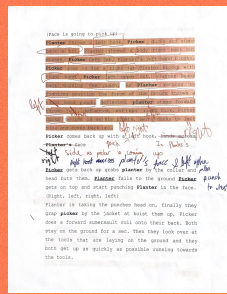
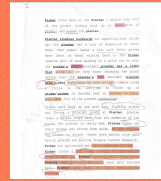




# Script

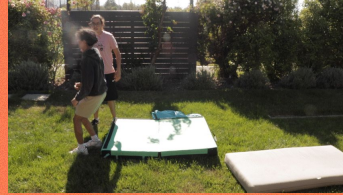
Idea of what you want

Keep a flow going





# Pre-Vis



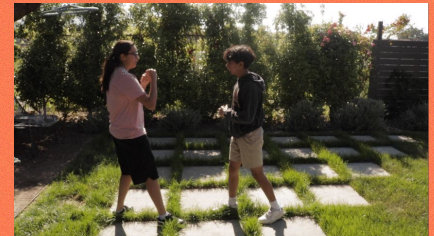
< **Padding**



**Teach your actors**

**SAFE/CONTROLLED environment**

**Adjust stunts in real time**



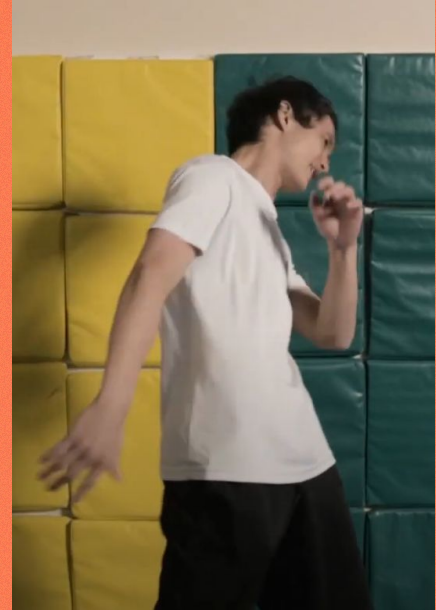


# Acting

**Memorize**

**Reaction (exaggerate)**

**Safety**



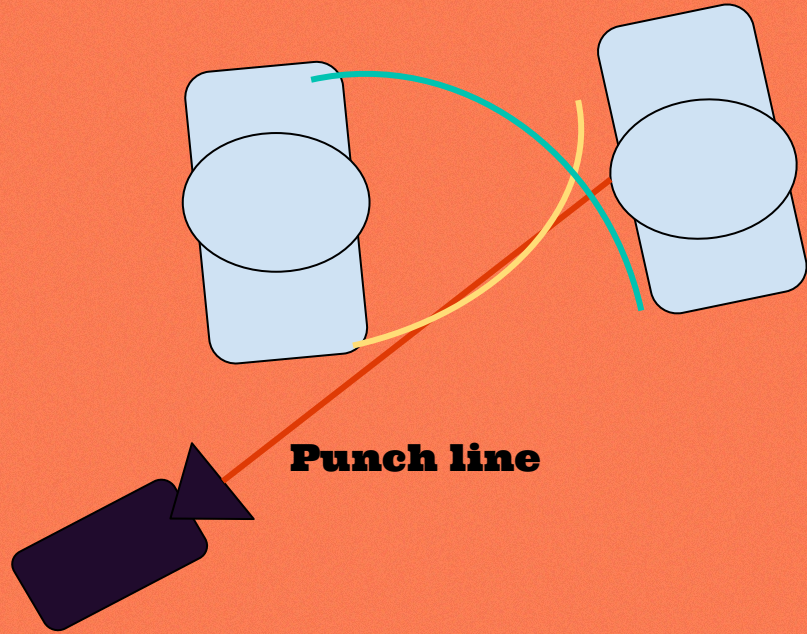


# Safety





**Shooting!**



**Punch line**

**Stacking**



# Stacking



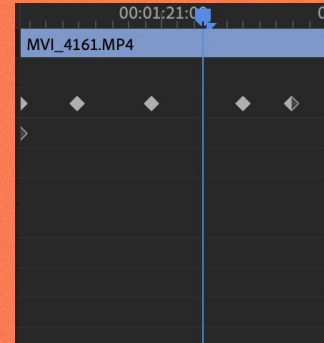
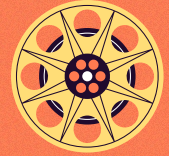
**Low angle - across the chin**

**High angle - above head**





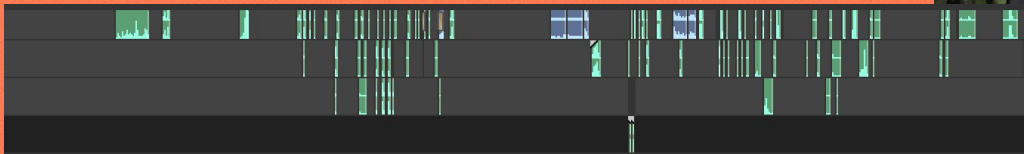
# Editing!



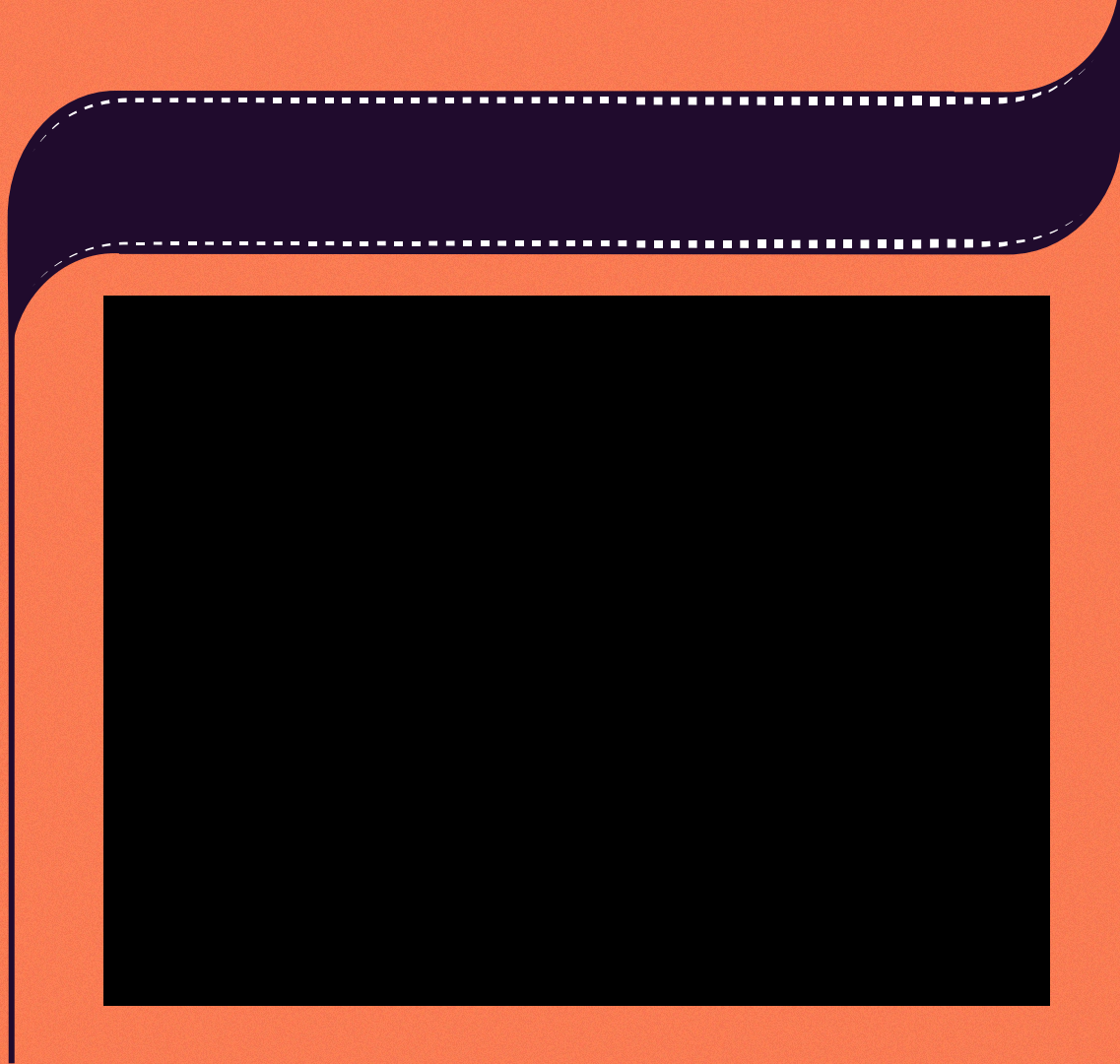
**AUDIO, AUDIO, AUDIO**

**Move the visual with the punches (leave room in your scene)**

**Delete frames**









# **What I learned**

**Audio - sfx**

**Time management**

**Collaboration with actors**

**Adapting on the spot**