

- Can choose between fast cutting between takes or just few long takes, both have a very different feel when watching a fight scene
- Long takes with choreography that shows effort was put into it makes the audience feel much more immersed, rather than shaky jump cuts. Long takes also slow down the scene a lot more, and it feels much more intense until it's over.
  - No music makes the scene more intense
- Long takes will require much preparation and choreography
- Fast cuts make the scene feel much quicker. Sometimes fast cuts are used for lack of budget, time, or experienced actors.
- To me, fast cuts also give off a goofier, more superhero-esk type of feel

Example of fast cuts, short takes:

[The Punisher prison fight scene](#)

[Shang Chi bus fight scene](#)

Long take

[Extraction](#)

[Daredevil hallway scene](#)

- Something I've noticed is that A LOT of superhero movies use fast cuts and short takes

1st Rough Draft:

- 1 on 2 fight scene between our main character, Joe, and the Japanese Yakuza boss's goons
  - Our MC is dressed in a futuristic outfit, while our Boss is dressed in the classic black and white formal suit.
- After Joe beats the goons, the boss stands up to face him. Then we will commence a 1 on 1 fight scene.

**Script Below**

**Wide shot;** face off between Joe and two goons, with their boss behind sitting on a high chair.

- Longer take as the camera slowly moves in forward to a medium shot

*Goon 1(A) approaches from the left side: Right jab, left jab, uppercut*

*Goon 2(B) approaches from the right side: Left hook, right hook, left haymaker*

*Joe(C): Duck right, duck down, roll in between and pop out behind the goons, backwards elbowing them in the neck, making them fall to the ground*

The goons, caught off guard, stand up as Joe faces them. They circle around him slowly, as Joe studies the two of them.

*A(left side, C perspective) : Lurches forward first to attack Joe, throwing a low shin kick from the right side. Throws another high kick, then mid kick.*

*B(right side, C perspective): Runs forward right after A does, throwing a flurry of straight punches. Right high, left low, left hook, right middle, left high, right low*

*C: Blocks A's low kick, high kick, then grabs A's foot(during mid kick) and flips him onto the ground using his left arm. As he does this, he blocks B's punches with his right arm. Left high, right low, push off hook, middle, right high, left high, and immediately throws a hard punch towards B's stomach.*

*A: gets up quickly and tackles C to the ground from C's left side.*

*B: runs toward the group on the ground and tries to slam down an elbow on C's face.*

*C: Left elbows A to the left and rolls from the right to left, dodging B's elbow slam. He flips himself back onto his feet as A and B collect themselves.*

*A and B, filled with fury, run at C in unison as they yell. C jumps up and double kicks the two as he lets out a primal war cry, knocking the two out.*

The boss(D) scoffs and slowly gets up out of his high chair.

The two slowly look at and walk towards each other, stopping at around 10-15 feet apart.

*C: runs up to D and throws punches. Right high, left middle low, right uppercut to low middle, left uppercut to low middle, right left top, left middle,*

*D: Left high, right low middle, left low middle, right low middle, left top, left push down, switch to attack.*

*Right haymaker, left hook, right jab, left jab, right jab middle, left jab middle, right middle, left middle, right foot snap kick.*

*C: Duck, limbo duck hook, right block, left block, right middle block, left middle block, jump left dodge, block down, jump right to dodge snap kick.*