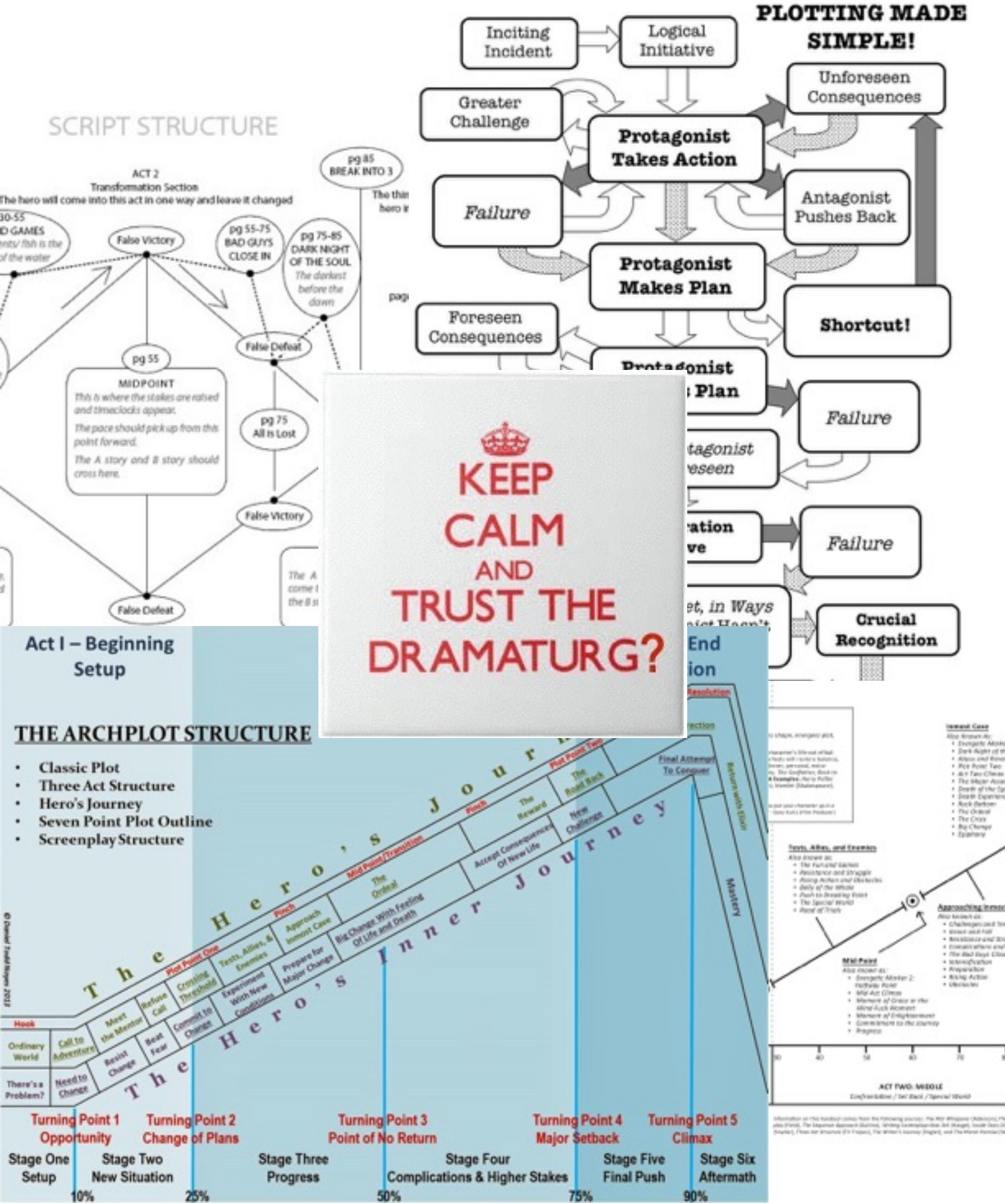
SCRIPT STRUCTURE
ACT 2
Transformation Section
The hero will come into this act in one way and leave it changed
False Victory
pg 55-75
BAD GUYS
CLOSE IN
pg 75-85
DARK NIGHT
OF THE SOUL
The darkest before the dawn
pg 85
BREAK INTO 3
False Defeat
pg 55
MIDPOINT
This is where the stakes are raised and timeclocks appear.
The pace should pick up from this point forward.
The A story and B story should cross here.
pg 75
All is Lost
False Victory
False Defeat
PLOTTING MADE SIMPLE!
Inciting Incident
Logical Initiative
Greater Challenge
Unforeseen Consequences
Protagonist Takes Action
Failure
Antagonist Pushes Back
Protagonist Makes Plan
Foreseen Consequences
Shortcut!
Failure
Failure
Crucial Recognition
KEEP CALM AND TRUST THE DRAMATURG?
Act I – Beginning
Setup
End
THE ARCHPLOT STRUCTURE
Classic Plot
Three Act Structure
Hero's Journey
Seven Point Plot Outline
Screenplay Structure
The Hero's Journey
The Hero's Inner Journey
Hook
Ordinary World
Call to Adventure
Meet the Mentor
Refuse Call
Crossing Threshold
Tests, Allies, & Enemies
Approach Inmost Cave
The Ordeal
Big Change With Facing Of Life and Death
Accept Consequences Of New Life
New Challenge
The Road Back
The Reward
Final Attempt To Conquer
Mastery
Return with Elixir
Plot Point One
Pinch
Mid Point/Transition
Pinch
Plot Point Two
Resolution
There's a Problem?
Need to Change
Resist Change
Beat Fear
Committ to Change
Experiment With New Conditions
Prepare for Major Change
Turning Point 1
Opportunity
Turning Point 2
Change of Plans
Turning Point 3
Point of No Return
Turning Point 4
Major Setback
Turning Point 5
Climax
Stage One
Setup
Stage Two
New Situation
Stage Three
Progress
Stage Four
Complications & Higher Stakes
Stage Five
Final Push
Stage Six
Aftermath
10%
25%
50%
75%
90%
ACT TWO: MIDDLE