

# STORY & PLOT I: STRUCTURE

## ▼ 1. First Half

### A. Introduction:

1. Three Interwoven Steps
  - a) Buy into Value System
  - b) Simplify Decision Making
  - c) Build Confidence

### B. What is teachable and what is not:

### C. Big Picture

1. Definitions
  - a) Story
  - b) Plot
2. The Logline
  - a) Three elements of a marketable logline
3. The Emergence of the Quick Concept and why it matters

### D. Structure

1. Definitions
  - a) Structure
  - b) The Dramatic Question
2. The most basic breakdown of drama
3. Where tension comes from:
4. The old Hollywood Restorative Structure

### E. The New 4 Act Structure

1. Act 1
  - a) The Ordinary World
  - b) The Debate
  - c) The Dramatic Question
2. Act 2A
  - a) First Steps
  - b) First Attempts
  - c) The Midpoint
3. Act 2B
  - a) Bad Guys Close In
  - b) Drive to the Finish
  - c) Crisis
  - d) Realization
4. Act 3
  - a) Final Battle
  - b) Set-back and Resolution
  - c) Sacrifice

▼ **2. Second Half**

**A. Structural Identities of Genres**

1. Mythic Hero
2. Creation Story
3. Super Power
4. Who (why) dunnit
5. Coming of Age
6. Love Story
  - a) Love story
  - b) Romantic Comedy
  - c) Buddy film
7. Horror
  - a) Monster
  - b) Super Monster
  - c) Slasher
  - d) Wrong turn
8. Blake Snyder Genres
  - a) Dude w/ a Problem
  - b) Superhero
  - c) The Fool Triumphant
  - d) Institutionalized

**B. Systems and Approaches Compared**

1. ARGO - or - Film Chosen by Class
  - a) Blake Snyder's SAVE THE CAT
  - b) Schector's MY STORY CAN BEAT UP YOUR STORY
  - c) USC's Sequence Approach
  - d) Vaughan's Amalgam

**C. Putting it all together**

1. Where to start with an idea:
2. Answering vital questions
3. Filling in the spaces

**D. Workshop Project**

1. Using the tools explained in the workshop, the class creates a story structure from scratch for a random idea chosen in class.