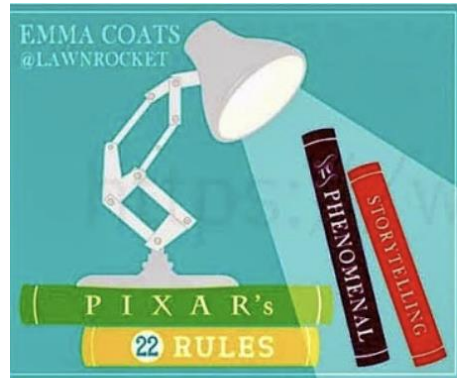


Week One Hand Outs

Tips from Pixar



1
YOU ADMIRE A CHARACTER FOR **TRYING** MORE THAN FOR THEIR SUCCESSES.

2
YOU GOTTA KEEP IN MIND what's interesting to you as an **AUDIENCE**.
WHAT'S FUN TO DO AS A WRITER. THEY CAN BE VERY DIFFERENT.

3
TRYING FOR THEME IS IMPORTANT, BUT YOU WON'T SEE WHAT THE STORY IS **ACTUALLY** ABOUT TIL YOU'RE AT THE END OF IT.

now REWRITE.

4
ONCE UPON A TIME THERE WAS _____. One day, _____. Because of that, _____. Because of that, _____.
until finally

5
SIMPLIFY. FOCUS. Combine characters.
OVER DETOURS. You'll feel like you're losing valuable stuff BUT IT SETS YOU **FREE.**

8
FINISH YOUR STORY, *let go* even if it's not perfect. IN AN IDEAL WORLD YOU HAVE BOTH, BUT MOVE ON. **DO BETTER NEXT TIME.**

9
WHEN YOU'RE **STUCK:**
• MAKE
• A
• LIST
• OF
• WHAT
• WOULDN'T
• HAPPEN
• NEXT.
LOTS OF TIMES THE MATERIAL to get you **unstuck** WILL SHOW UP.

6
WHAT IS YOUR CHARACTER? GOOD AT, COMFORTABLE WITH? THROW THE POLAR OPPOSITE AT THEM. **CHALLENGE THEM.** HOW DO THEY DEAL?

7
COME UP WITH YOUR **ENDING** BEFORE YOU FIGURE OUT **your middle.** Seriously. Endings are hard, get yours working up front.

10
PULL APART THE STORIES YOU LIKE. WHAT YOU LIKE IN THEM IS A PART OF YOU; you've got to **RECOGNIZE IT** BEFORE YOU CAN USE IT.

12
DISCOUNT THE **1st** THING THAT COMES TO MIND. AND THE **2nd 3rd 4th 5th** - get the obvious out of the way. **SURPRISE YOURSELF.**

14
WHY MUST YOU TELL **this? STORY?** What's the belief burning within you THAT YOUR STORY FEEDS OFF OF? THAT'S THE HEART OF IT.

16
WHAT ARE THE STAKES? GIVE US **REASON to ROOT** FOR THE CHARACTER. WHAT HAPPENS IF THEY DON'T SUCCEED? **Stack the odds against.**

11
PUTTING IT ON **PAPER** LETS YOU START FIXING IT. IF IT STAYS IN YOUR HEAD, **a perfect idea,** YOU'LL NEVER SHARE IT WITH ANYONE.

13
Give your characters **OPINIONS.** PASSIVE / MALLEABLE might seem likeable to you as you write, but it's poison TO THE **AUDIENCE.**

15
If you were your character, IN THIS SITUATION, HOW WOULD YOU FEEL? **HONESTY** LENDS CREDIBILITY to unbelievable situations.

17
NO WORK IS EVER WASTED. IF IT'S NOT WORKING, LET GO AND MOVE ON - IT'LL COME BACK AROUND TO BE USEFUL LATER.

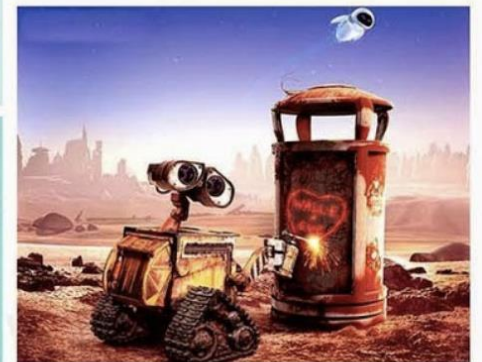
18
YOU HAVE TO **KNOW YOURSELF:** The difference between doing your best and fussing. **STORY IS TESTING, NOT REFINING.**

19
COINCIDENCES TO GET characters into trouble are great; **COINCIDENCES** TO GET THEM OUT OF IT ARE **cheating.**

21
YOU GOTTA **IDENTIFY** with your situation/characters, CAN'T JUST WRITE 'COOL.' WHAT WOULD MAKE **YOU** ACT THAT WAY?

20
EXERCISE: TAKE THE BUILDING BLOCKS OF A MOVIE YOU **DISLIKE.** How d'you rearrange them INTO WHAT YOU **DO like?**

22
WHAT'S THE **ESSENCE** OF YOUR STORY? MOST ECONOMICAL TELLING OF IT? IF YOU KNOW THAT, YOU CAN BUILD OUT FROM THERE.



Your Story Cubes

The Character(s)



The World the Story
Takes Place In



The Challenges they
Encounter

THE STORY SPINE

THE SIMPLE FOUNDATIONS OF MANY STORIES

BEGINNING

1 ONCE UPON A TIME...

2 EVERY DAY...

THE EVENT

3 BUT, ONE DAY...

MIDDLE

4 BECAUSE OF THAT...

5 BECAUSE OF THAT...

6 BECAUSE OF THAT...

THE CLIMAX

7 UNTIL FINALLY...

END

8 AND, EVER SINCE THEN...



Summarizing the story the story

What is the theme?

Who is the protagonists?

- What is their want?
- What is their flaw?
- What is their need?

How do they evolve?

Build a beat board

- Hook
- Inciting incident
- First plot point
- Pinch
- Midpoint
- Pinch 2
- Second plot point
- Third plot point
- Climax
- Resolution

The bigger character growth -- the better the story

Overcoming The Monster

A protagonist faces an evil force or antagonist and decides to confront and defeat this enemy to restore balance and safety.

Comedy

Misunderstandings, mistaken identities, or confusing situations that create humorous scenarios. Often the confusion or conflict is eventually resolved, leading to a happy ending.

Rags to Riches

The protagonist begins in a lowly state and achieves a significant transformation through a series of events, often involving wealth, status, or power.

Tragedy

The protagonist's fatal flaw causes their downfall or a series of unfortunate events. Constructed to inspire sympathy in the audience.

Quest

Journey towards a specific goal or experience. Often, overcoming obstacles leads to personal growth and self-discovery.

Rebirth

The protagonist experiences a massive transformation, often spurred by a realization or event that changes their perspective or lifestyle.

Voyage & Return

The protagonist embarks on a journey to an unfamiliar world. They face trials and tribulations throughout their journey before ultimately returning home, often changed or enlightened by their experiences.

SAVE THE CAT! BEAT SHEET

ACT 1	SETUP				DEBATE			
	OPENING IMAGE	THEME STATED			CATALYST			BREAK INTO 2
ACT 2A	FUN AND GAMES							MIDPOINT
	B STORY							
ACT 2B	BAD GUYS CLOSE IN				DARK NIGHT OF THE SOUL			
					ALL IS LOST			BREAK INTO 3
ACT 3	FINALE							
	GATHERING THE TEAM	EXECUTING THE PLAN	HIGH TOWER SURPRISE	DIG DEEP DOWN	EXECUTION OF THE NEW PLAN	FINAL IMAGE		