Week One Hand Outs

Tips from Pixar
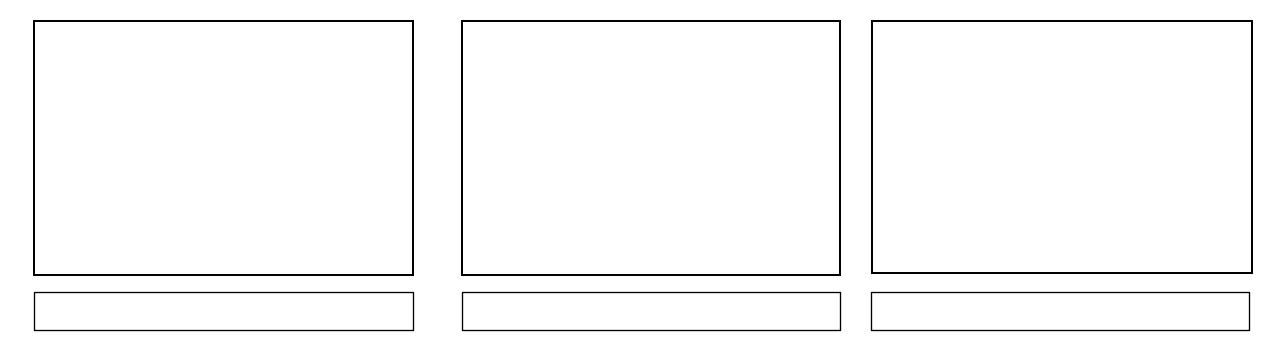
Your Story Cubes

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...

INTRODUCTIONS

AND ROUTINE

ROUTINE IS BROKEN

CONSEQUENCES

...

...

SUCCESS OR FAILURE

NEW ROUTINE

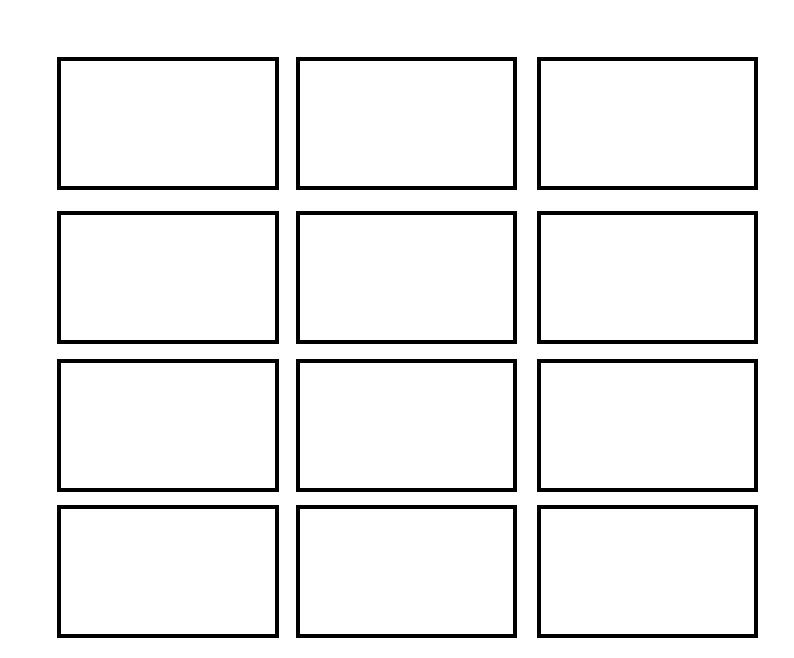# Summarizing the story the story

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.
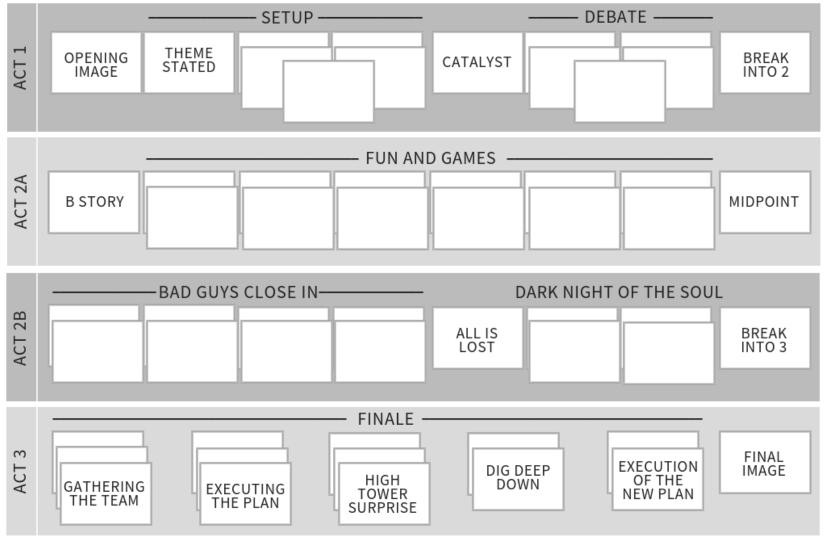
Rebirth

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 ————

| B STORY | | | | | | | MIDPOINT |

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 |