SCREENPLAY TITLE

(Log line) (Theme)

For more information on character development as it relates to plot points, explore <u>Hero's Two Journeys</u> by Michael Hauge and Christopher Vogler at The Writers Store. http://www.writersstore.com/the-heros-two-journeys-dvd-workshop-michael-hauge-christopher-vogler/

THE CHARACTERS:

	Protagonist	Antagonist	Reflection/Buddy	Romance	
	Main character	The character that	The reflection, or	If the hero wants to win	
	whose outer	most stands in the way	buddy, is the character	the love of or get into bed	
	motivation drives	of the protagonist's	who is most closely	with another character,	
	the story forward	outer motivation.	aligned with the hero	then that character is the	
	and with whom we		at the beginning of the	romance character, but	
	need to identify.		film. Boyfriend,	there must be actual	
	Everyone else		girlfriend, sidekick,	visible pursuit of that	
	supports him or		partner, etc. (think	character.	
	her.		Donkey in 'Shrek')		
Character Names:					
Outer					
Motivations :		•			
What does the					
character want?					
Outer Conflicts:					
Visible obstacles					
to achieving their					
goals.					

Inner		
Motivations: The		
answer to the		
question, "why		
does the character		
want this (the		
outer		
motivation)?"		
It's the path the hero THINKS		
will lead to the		
higher self.		
Inner conflict		
Whatever		
prevents the		
character from		
achieving true self		
worth the		
wound they can't		
heal from.:		
1. what		
terrifies		
this		
character		
emotionall		
y?		
2. what will		
the		
character		
do to		
avoid		
experienci		
ng this		
fear?		

THE STORY: RED = Plot BLUE = Character Development

	Possible Scenes	Protagonist Subtext	Antagonist Subtext	Relection/Buddy Subtext	Romance Subtext
Act I Objective					
(Establish)					
STAGE 1: Setup –					
Introduce the hero,					
create identification					
(and sympathy,					
likeability) and show					
that hero living her					
everyday life.					
Stage 1: Set Up –					
The character lives					
completely in their					
identity. Ground zero					
for their evolution.					
10% Turning					
Point/Opportunity					
Something terrible					
has happened that					
has thrown					
our protagonist out of his comfort zone.					
There is					
no turning back.					
Stage 2/New					
Situation – possible					
scenes					
The hero is					
acclimating					
herself/himself to					
this new situation					

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(sometimes it's even			
a new location). S/he			
must achieve a goal in			
order to get back to a			
comfy life.			
Stage 2: Glimpsing,			
Longing, or			
Destiny : The Hero			
gets a glimpse of			
what life would be			
like living as her			
desired, evolved self.			
(Titanic – she sees			
Jack making these			
passionate drawings.			
He sees her and she			
turns away.)			
End of Act I -			
Change of Plans			
It seems like s/he			
was getting close, but			
now things have			
become much, much			
worse – something			
happens that makes			
the hero realize, no, I			
have to do "this." It			
is exactly at the end			
of Act 1 that the			
finish line of the			
overall goal is			
established and the			
hero begins pursuing			
it.			
Act II Objective			
(Build)			

STAGE 3: Progress			
The plan seems to be			
working. That			
doesn't mean there is			
no conflict.			
Whatever obstacles			
the hero encounters			
are either bypassed,			
overcome, delayed			
or avoided in some			
way. Things become			
a lot more			
complicated than the			
hero bargained for.			
Stage 3: Moving			
towards essence			
without leaving			
identity : S/he is			
starting to accept the			
possibility of change.			
S/he's starting to			
take more risk.			
Conflict in the first			
half of Act II occurs			
with the character			
trying to achieve the			
outward goal.			
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Mid Point/Point of	•		
No return			
When the hero is			
closer to the			
destination than their			
point of origin. They			
are so committed to			
the endpoint that			

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there is no turning			
back to the life they			
were living at the			
beginning of the			
film.			
Midpoint: At			
midpoint, "tries on"			
their new essence			
and reaches the point			
of no return.			
Stage 4 -			
Complications and			
Higher Stakes			
Possible Scenes			
It becomes more			
difficult to			
accomplish the goal			
and it becomes more			
important to			
accomplish the goal.			
The obstacles are			
greater as it gets			
harder to reach the			
goal.			
Stage 4: Fully			
committed to			
essence, but			
growing fear: Point			
of no return. In a			
romantic story, they			
start to fall in love.			
Setback: the lovers			
separate (75% mark).			
Audience thinks all			
is lost when			
character passes			

point of no return.			
Second half, the			
other world comes in			
and the hero retreats.			
End of Act II -			
Major Set-back			
(75%)			
S/he hits rock bottom			
and all of the things			
s/he fears happen. Now the hero is left			
with very few			
choices. The plan is out the window.			
S/he can't give up			
because s/he is past			
the point of no			
return. So the hero is			
left with only one			
choice and that is to			
make one last do-or-			
die final push.			
Major Setback:			
One last try at			
retreating to their			
wounded identity.			
Act III Objective			
(Resolve)			
Stage 5/Final			
Push possible			
scenes			
Your hero is now			
going to give every			
ounce of courage,			
strength and			
commitment s/he can			

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to either achieve the			
goal or die trying. If			
your hero is not			
putting everything			
on the line to get			
what s/he wants, we			
don't care.			
Stage 5: Living			
one's truth with			
everything to lose:			
S/he feels the old			
identity doesn't work			
anymore. S/he has to			
go after whom s/he			
truly is and has to			
find her destiny			
(which in a love			
story is the romance			
character). S/he can			
even risk death			
because her/his old			
identity is already			
dead. It'll take every			
last bit of courage			
s/he has until she			
reaches the climax.			
Climax: S/he			
assembles a team and			
makes one last effort			
to win. The hero has			
to either achieve			
his/her goal or			
change his/her mind			
and realize it was the			
wrong goal to go			
after (RAINMAN,			

he was pursuing his			
inheritance but then			
changed his mind			
and let Raymond			
have it).			
Climax: S/he has to			
dig down deep to			
apply what s/he			
learned to succeed.			
The climax is the			
moment of not only			
achieving that visible			
goal but it's the			
moment of truly			
realizing the			
character's essence.			
Stage 6: Resolution			
The new life the hero			
is living because of			
his/her journey.			
Stage 6: The			
aftermath: The hero			
achieved their inner			
goal and external			
goal and has fully			
evolved.			

^{**} For novel writing, the percentages aren't as accurate unless you want to write a novel that can be easily adapted to a screenplay