

A Comparative Chart of Story Therorist's Story Structure
Compiled by
Bob Conder
Creative Writing MFA

Therorist	Act 1					Act 2A		Midpoint	Act 2B			Act 3						
Aristotle - 385 BC	Beginning Pity							Middle Fear				End Catharsis						
Gustov Freytag 1863	Exposition							Rising Conflict				Climax		Falling action		Denouement		
Joseph Campbell 1949	A hero ventures forth from the world of common day into a region of supernatural wonder: Ordinary World Call Refusal of the Call Mentor Threshold					Tests Allies Enemies		fabulous forces are there encountered Approach Ordeal Reward		and a decisive victory is won: Road Back		the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man. Resurrection		Return with Elixir				
Linda Segar 1981	Setup	Inciting incident			First turning point	B story-plot point 1		B story plot point 2	Second Turning Point		B-story plot point 3	Climax		B-story plot point 4	Resolution			
Robert McKee 1999	Setup and Inciting Incident		Progressive Complications			Progressive Complications		Turning Point 3 Point of No Return		Complications and higher Stakes		Crisis		Climax	Resolution			
Syd Field 1979	Setup / Opening Image: Inciting Incident		Plot point 1			First Half and Pinch 1		Midpoint	Second Half and Pinch 2		Plot Point 2		Climax		Resolution	Epilogue		
Michael Hauge 1991	Set up	Turning Point 1 Opportunity	New Situation	Turning Point 2 Change of Plans		Progress		Revelation / Reversal		Culmination 1		Subplot & Rising Action	Crisis / Hard way	Culmination 2		Aftermath		
Frank Daniel 1988	Staus Quo		Inciting Event		Main Tension & Lock-in		First Obstacle / Easy way out		Culmination 1		Subplot & Rising Action		Crisis / Hard way	Culmination 2		Resolution		
John Truby 2007	Self-realization, Need, Desire, Ghost/Content: Problem/Need, Inciting Incident, Overall Desire, Allies, Opportunity/Mystery, Opponent/Allie, First Reversal and Decision / Changed Desire & Motive					Plan; Opponent's Plan and Counter-Attack, Drive, Attackby All; Apparent Defeat; Second 2nd Reversaland Decision; Obsession drive, changed desire and motive: audience Revelation about Opponent/Ally; 3rd revelation& Decisions					Gate, Gauntlet, Visit to Death, Battle, Self-revelation / Thematic Revelation, Moral Decision: New Equilibrium							
Pilar Alessandra 2001	Trauma					Training		Major Turn		Trials			Triumph					
	Character Flaw triggers conflict		Conflict triggers Problem			Problem triggers Strategy		Strategy triggers Emotional event		Emotional Event triggers Major Action		Major Action triggers Misstep		New Direction		Misstep triggers Battle	Battle triggers Final Challenge	
Christopher Vogler 2007	The Ordinary World	The Call to Adventure	Refusal of the Call		Meeting the Mentor	Crossing the Threshold	Test, Allies, Enemies		Approach to the inner most cave		Ordeal	Reward, (Seizing the Sword)		The Road Back		The Resurrection		Return with the Elixir
Blake Snyder 2001	Opening Image (p 1)	Theme Stated (p 5)	Set-up (p 2-11)		Catalyst (p 12)	Debate (p 13-24)	Break into 2 (p 25)	B-Story (p 30)	Fun & Games (p 25-38)	Midpoint (False victory) (p 55)	Bad Guys Close In (p 56-74)	All is Lost (p 75)	Dark Night of the Soul (p 76-85)	Break into Act 3 (p 85)	Finale (p 85-109) Gather the Team, Execute the Plan, High Tower Surprise, Dig Deep Down, Execution of New Plan		Final Image (p 110)	
Brian McDonald 2010	Once upon a time		And every day...		Until one day ...	And because of this		Fulcrum	And because of this ...		Until Finally ...				And ever since that day ...			

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Theroist	Act 1			
Aristotle - 385 BC	Creative Writing MFA Beginning Pity			
Gustov Freytag 1863	Exposition			
Joseph Campbell 1949	A hero ventures forth from the world of common day into a region of super Ordinary World Call Refusal of the Call Mentor			
Syd Field 1979	Setup / Opening Image	Inciting incident		
Linda Segar 1981	Setup	Inciting incident		
Frank Daniel 1988	Staus Quo	Inciting Event	Main Tension &	
Michael Hauge 1991	Set up	Turning Point 1 Opportunity	New Situation	
Robert McKee 1999	Setup and Inciting Incident			Progres
Blake Snyder 2001	Opening Image (p 1)	Theme Stated (p 5)	Set-up (p 2-11)	Catalyst (p 12)
Pilar Alessandra 2001	Trauma			
	Character Flaw triggers conflict			Confli
Christopher Vogler 2007	The Ordinary World	The Call to Adventure	Refusal of the Call	
John Truby 2007	Self-realization, Need, Desire, Ghost/Content: Problem/Need, Inciting Incident, Opportunity/Mystery, Opponent/Allie, First Reversal and Decision / Change			

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	Act 2A			Midpoint
	Creative Writing MFA			Middle Fear
	Rising Conflict			
ernatural wonder: Threshold	fabulous forces are there enco			
	Tests Allies Enemies		Approach	
Key Incident / Plot point 1	First Half and Pinch 1			Midpoint
First turning point	B story-plot point 1			B story plot point 2
Lock-in	First Obstacle / Easy way out		Revelation / Reversal	Culmination 1
Turning Point 2 Change of Plans	Progress			Turning Point 3 Point of No Return
ssive Complications	Progressive Complication			
Debate (p 13-24)	Break into 2 (p 25)	B-Story (p 30)	Fun & Games (p 26-38)	Midpoint (False victory or defeat) (p 55)
	Training			Major Turn
ct triggers Problem	Problem triggers Strategy		Strategy triggers Emotional event	
Meeting the Mentor	Crossing the Threshold	Test, Allies, Enemies		Approach to the inner most cave
Overall Desire, Allies, ed Desire & Motive	Plan; Opponent's Plan and Counter-Attack, Drive, Attackby Alli; Apparent Defeat; Second 2 audience Revelation about Opponent/Ally; 3rd			

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Act 2B					
Creative Writing MFA					
			Climax		
Entered			and a decisive victory is won: Road Back		the hero comes back from Resurrection
Ordeal		Reward			
Second Half and Pinch 2		Plot Point 2	Climax		Showdown
		Second Turning Point	B-story plot point 3		Climax
Subplot & Rising Action	Crisis / Hard way	Culmination 2	New Tension & Twist		
Complications and higher Stakes		Turning Point 4 Major Setback	Final Push		Turning Point 5 Climax
ns			Crisis		Climax
Bad Guys Close In (p 56-74)	All is Lost (p 75)	Dark Night of the Soul (p 76- 85)	Break into Act 3 (p 85)	Finale (p 85-109) Gather the Team, Execute the Dig Deep Down, Ex	
Trials					
Emotional Event triggers Major Action		Major Action triggers Misstep	New Direction	Misstep triggers Battle	
Ordeal	Reward, (Seizing the Sword)		The Road Back		The Resurrect
nd Reversaland Decision; Obsession drive, changed desire and motive: d revelation& Decisions			Gate, Gauntlet, Visit to Death, Battle, Self-revela		

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Act 3	
End Catharsis	
Falling action	Denouement
in this mysterious adventure with the power to bestow boons on his fellow man. Return with Elixir	
Resolution	Epilogue
B-story plot point 4	Resolution
Resolution	
	Aftermath
Resolution	
the Plan, High Tower Surprise, execution of New Plan	Final Image (p 110)
Triumph	
Battle triggers Final Challenge	
tion	Return with the Elixir
ation / Thematic Revelation, Moral Decision: New Equilibrium	

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Theroist	Act 2A			Midpoint	Act 2B		
Aristotle - 385 BC	Middle						
Gustov Freytag	Rising Conflict						
Joseph Campbell	fabulous forces are there encountered						
	Tests Allies Enemies	Approach		Ordeal		Reward	
Linda Segar	B story-plot point 1			B story plot point 2			Second Turning Point
Robert McKee 1997	Progressive Complications						
Syd Field	First Half and Pinch 1			Midpoint	Second Half and Pinch 2		Plot Point 2
Michael Hauge	Progress			Turning Point 3 Point of No Return	Complications and higher Stakes		Turning Point 4 Major Setback
Frank Daniel	First Obstacle / Easy way out		Revelation / Reversal	Culmination 1	Subplot & Rising Action	Crisis / Hard way	Culmination 2
John Truby	Plan; Opponent's Plan and Counter-Attack, Drive, Attackby Alli; Apparent Defeat; Second 2nd Reversaland Decision; Obsession drive, changed desire and motive: audience Revelation about Opponent/Ally; 3rd revelation& Decisions						
Pilar Alessandra	Training			Major Turn	Trials		
	Problem triggers Strategy		Strategy triggers Emotional event		Emotional Event triggers Major Action Major Action triggers Misstep		
Christopher Vogler	Crossing the Threshold	Test, Allies, Enemies		Approach to the inner most cave	Ordeal	Reward, (Seizing the Sword)	
Blake Snyder	Break into 2 (p 25)	B-Story (p 30)	Fun & Games (p 26- 38)	Midpoint (False victory) (p 55)	Bad Guys Close In (p 56-74)	All is Lost (p 75)	Dark Night of the Soul (p 76- 85)
Brian McDonald	And because of this			Fulcrum	And because of this ...		

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Theroist	Act 3				
Aristotle - 385 BC	End				
Gustov Freytag	Climax	Falling action			Denouement
Joseph Campbell	and a decisive victory is won: Road Back	the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man. Resurrection Return with Elixir			
Linda Segar	B-story plot point 3	Climax	B-story plot	Resolution	
Robert McKee 1997	Crisis	Climax		Resolution	
Syd Field	Climax	Showdown		Resolution	Epilogue
Michael Hauge	Final Push	Turning Point 5 Climax		Aftermath	
Frank Daniel	New Tension & Twist			Resolution	
John Truby	Gate, Gauntlet, Visit to Death, Battle, Self-revelation / Thematic Revelation, Moral Decision: New Equilibrium				
Pilar Alessandra	Triumph				
	New Direction	Misstep triggers Battle	Battle triggers Final Challenge		
Christopher Vogler	The Road Back		The Resurrection		Return with the Elixir
Blake Snyder	Break into Act 3 (p 85)	Finale (p 85-109) Gather the Team, Execute the Plan, High Tower Surprise, Dig Deep Down, Execution of New Plan			Final Image (p 110)
Brian McDonald	Until Finally ...				And ever since that day ...