

Day 002 Summary

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▼ #003 电影叙事技巧

- *the importance of story telling*

▼ 7 fundamental elements in movie story telling

- (1) Teaser
- (2) State Quo
- (3) Point of Attack
- (4) Debate
- (5) Lock-in
- (6) Into the New World
- (7) Resolution

▼ Technique

- (1) Plate nad Payoff
- (2) Suspence
- *Experience*

#003 电影叙事技巧

the importance of story telling

story = everything

story -> emotions

7 fundamental elements in movie story telling

(1) Teaser

the begin of the story(not movie)

1. catch focus: need to show high performance quick before viewers leave
2. know clear about the puzzle: no confusion for viewers

(2) State Quo

4W: Who / Where / When / What

| exp: character's inner aim / outer aim

1. clear
2. impressive

(3) Point of Attack

could be anything - as long as it force character to **change**!

NOTICE: logic shall be perfect! No bug!

(4) Debate

the reveal of protagonist's inner conflict

(5) Lock-in

the time that character is determined to change

we have to control audience's emotions -> viewers really want (to know) sth (exp: can he success?)

(6) Into the New World

onset of trying

defeat again and again (worse and worse) until sth really big/irreparable happen (could be success or greatest failure)

NOTICE: defeat should be helpful for story development

the opponent usually is people

(7) Resolution

sth is changed

character / situation / aim / ...

Technique

(1) Plate nad Payoff

Strongest Tool

better if it's **emotional** plate and payoff:

1. make the story to develop in new direction
2. reveal the change (character especially)
3. build connection

Plate: character's feelings

Payoff: cause audience's resonance

(2) Suspence

1. Advertise: tell what's next thing
Preparation: show what's next thing
2. DDL/Timelock: intense go up
3. Statement: "I'm going to ..."
statement of purpose / threaten, warning / absolute statement
4. Inside Information:
simple / secret / plan, idea / marco

Experience

- review of story telling
- tutor breaks the movie "Back To The Future" with us
- show the connection between movie story telling and game story

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