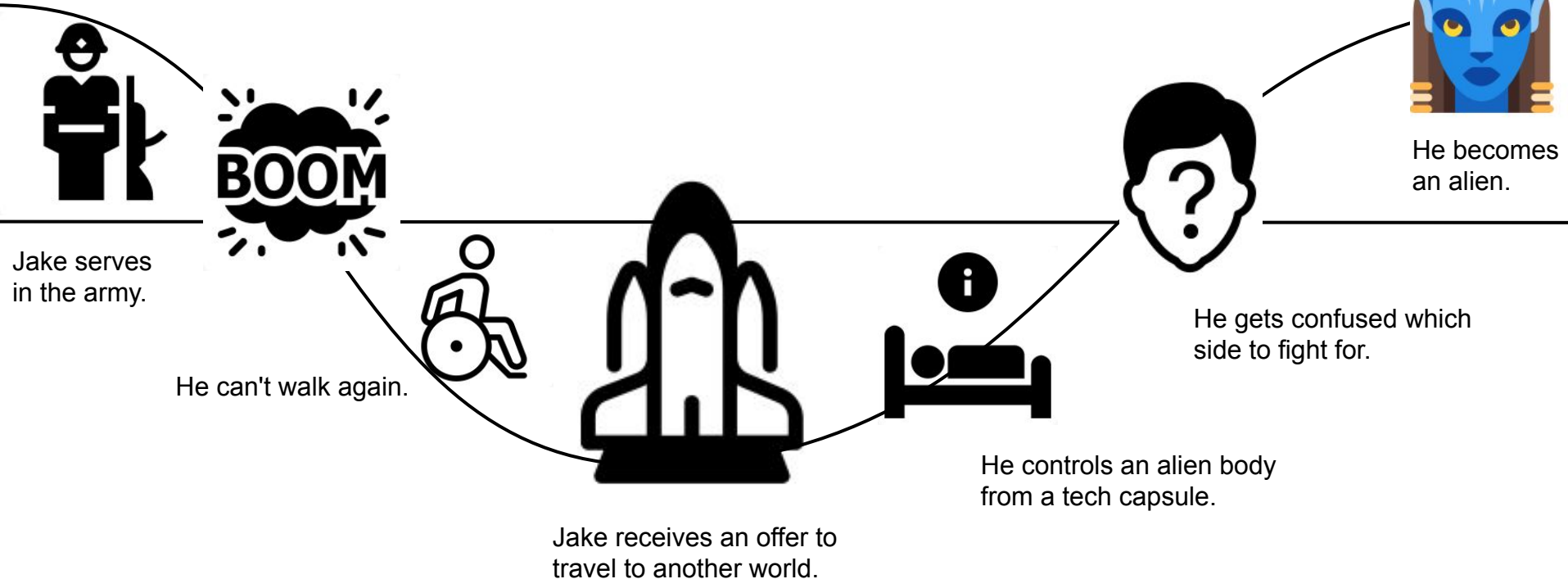


The Emotional Shapes of Avatar is Man in Hole



The Emotional Shapes of Lucy is Creation Story

Lucy is having fun.



Drug dealers puts a new kind of drug inside her body.



She colonizes her brain and uses more than 10%.



She gets access to new physical and intellectual abilities.



She becomes a superhero.



She uses 100% of her brain and becomes omnipresent.



The Emotional Shapes of I am Sam is Boy Meets Girl



Sam gets a girlfriend.



He has a healthy baby.



A judge puts Lucy in a foster home.



Sam begs for the return of his daughter.



He asks for help to raise Lucy.



They stay together.

3 Acts Structures - Jake Absorbs a New Drug

- Jake is thrown out of a bar with his wheelchair.
- He is alone and angry at the funeral of his brother.

Setup

- He is looking for a job and a drug dealer offers him a lot of money.
- He thinks he can have an operation and walk again.
- Once he accepts the job, someone hits him in the head.

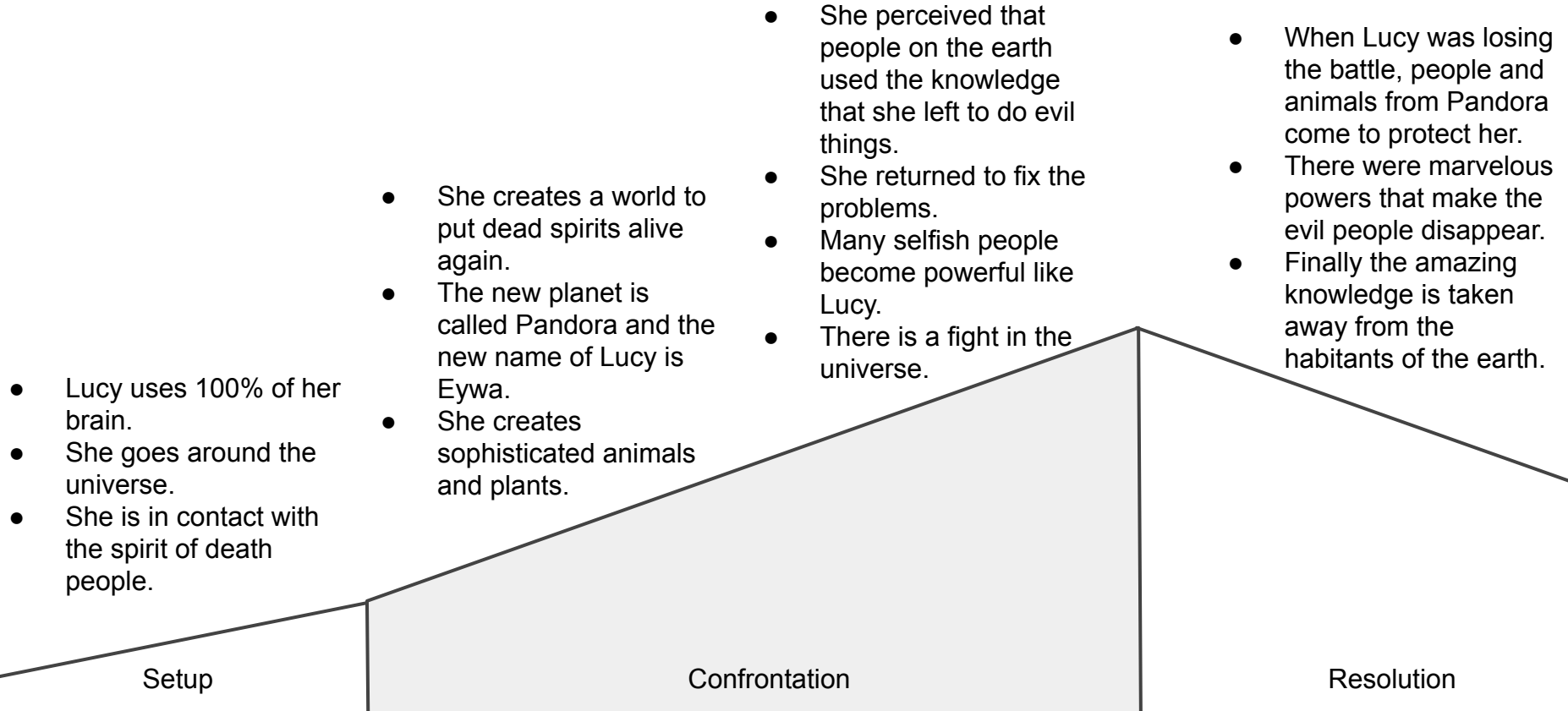
- He sees scars of a surgery in his stomach.
- He feels trapped and no way to escape.
- When he goes fast in his wheelchair, a car hits him.
- The container of the drug gets open.
- His metabolism changes and he walks again.

Confrontation

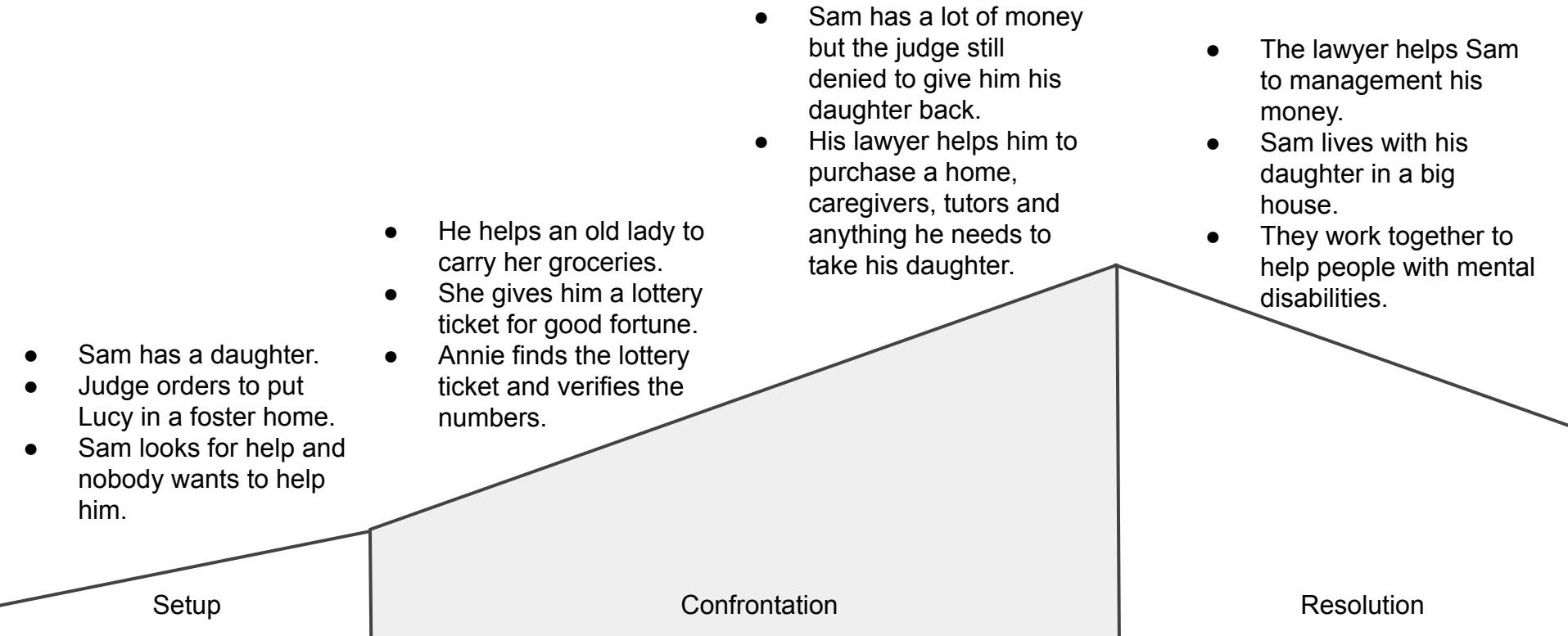
- He has multiple abilities.
- He kills the drug dealers and the assassin of his brother.
- He becomes a hero of his city at night.

Resolution

3 Acts Structures - Lucy in Pandora



3 Acts Structures - Sam Won the Lottery



From User To Character

In this paper it is interesting to see the power of the description of the user. As much as we put effort into building a great scenario, this won't help at all if we don't put a valuable description of the user.

Once the user has a clear description of his psychology, physiology, sociology, inner needs, etc. The reader can predict, visualize, and feel engaged with the scene of the character.

We don't need to exaggerate in the description of the character because It can convert a fictional personality.

If we have recognized the personality of the user, we need to keep it all around in the process of the design and make any arrangement of the scenarios according to the characteristics of the user.

