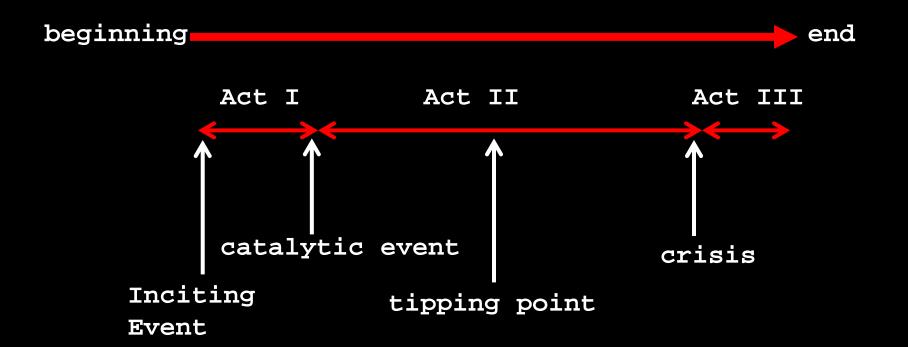
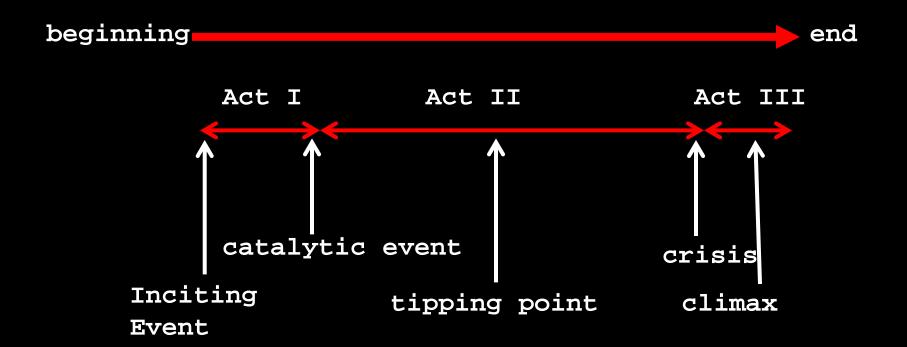


As we've discussed:

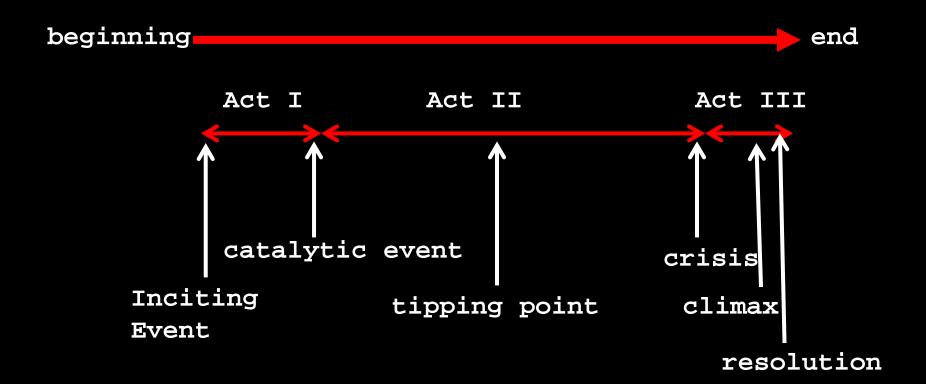


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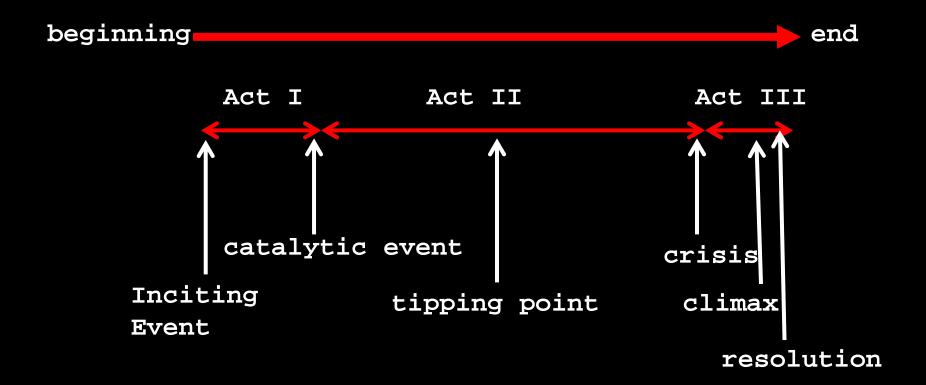
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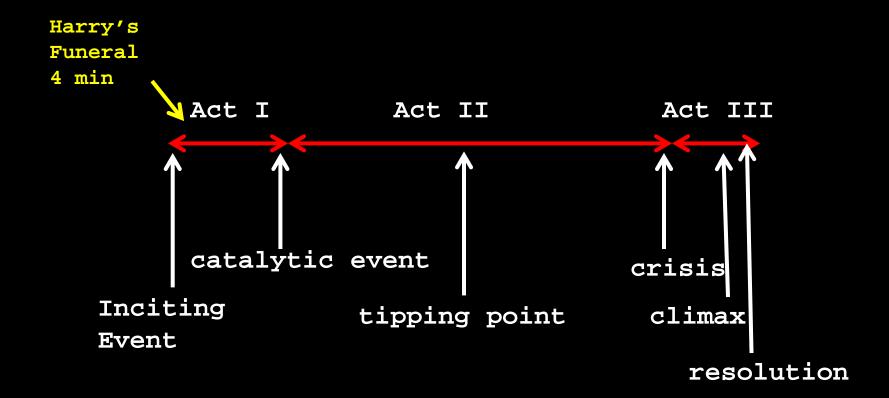
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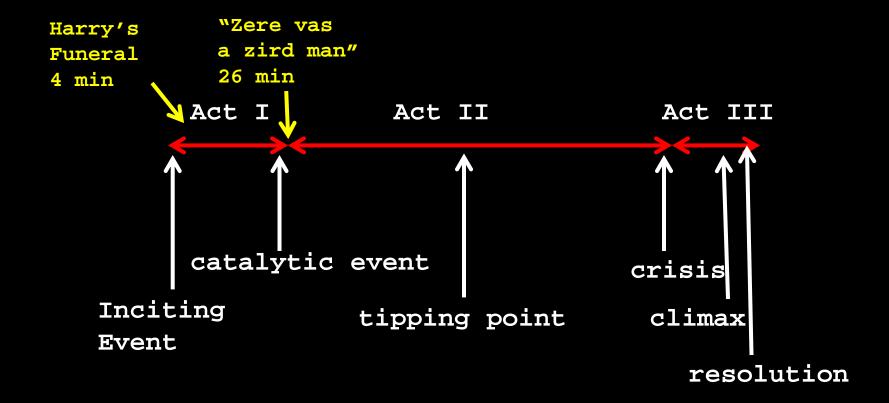
Does The Third Man fit into this classic structure?



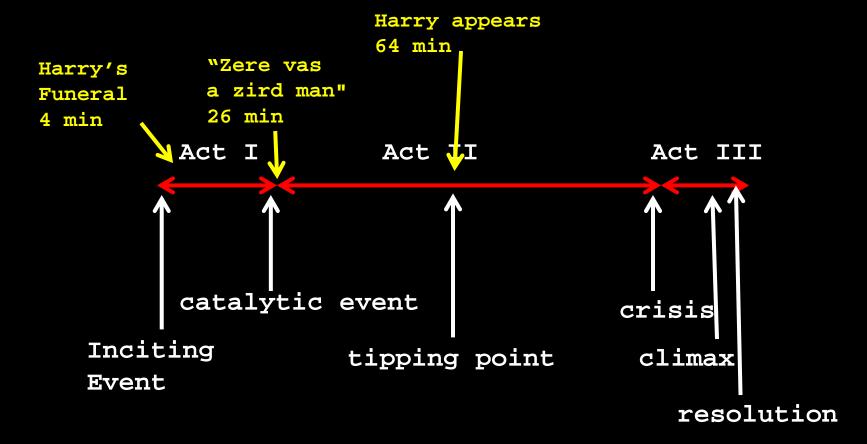
The Third Man



#### The Third Man

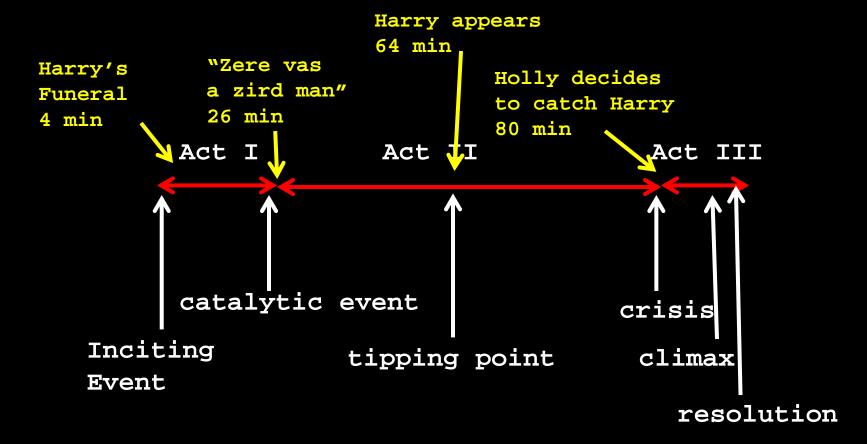


#### The Third Man

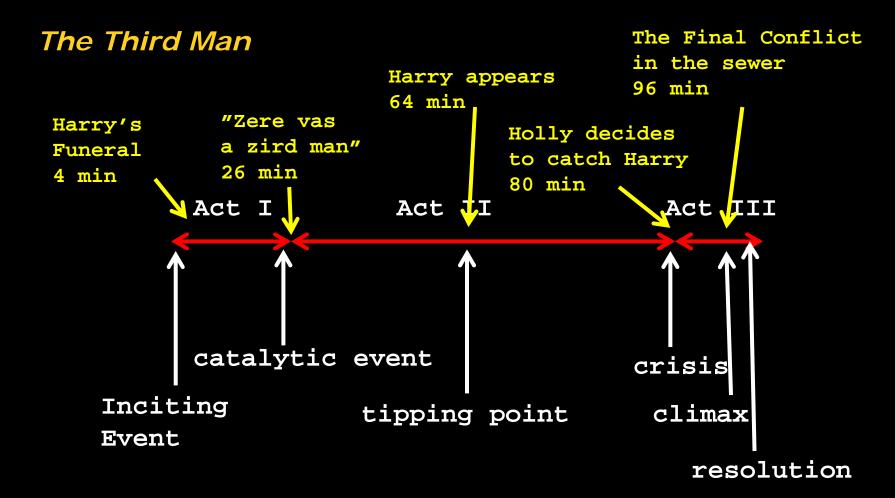


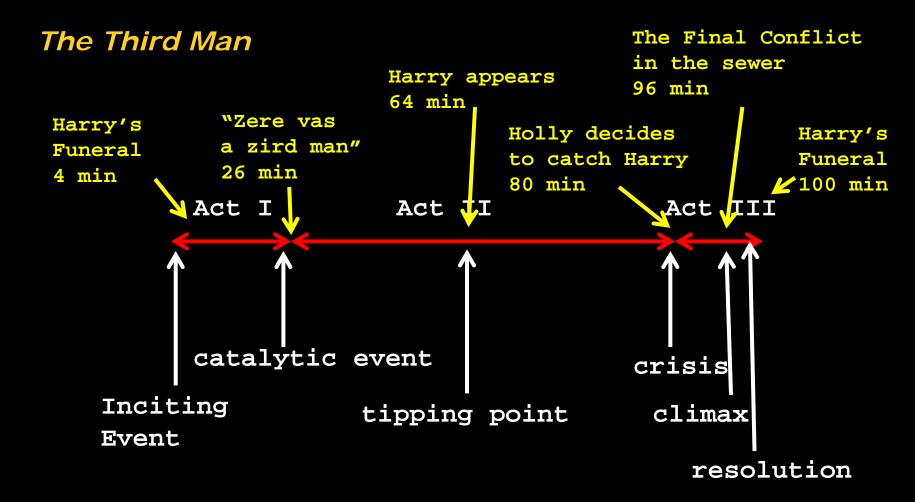
CRIPT

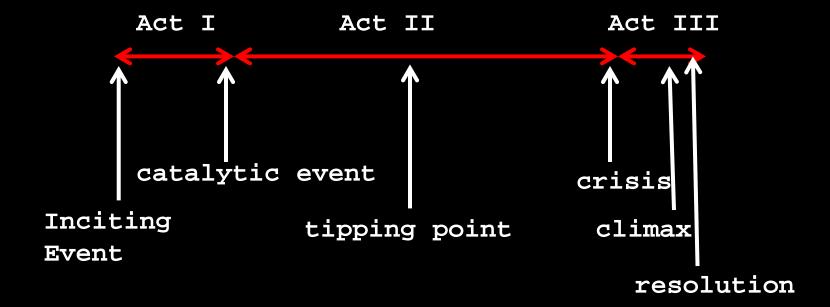
#### The Third Man

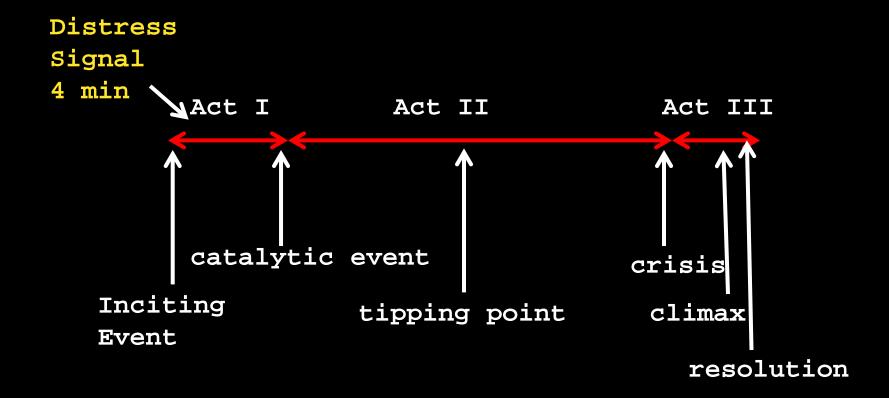


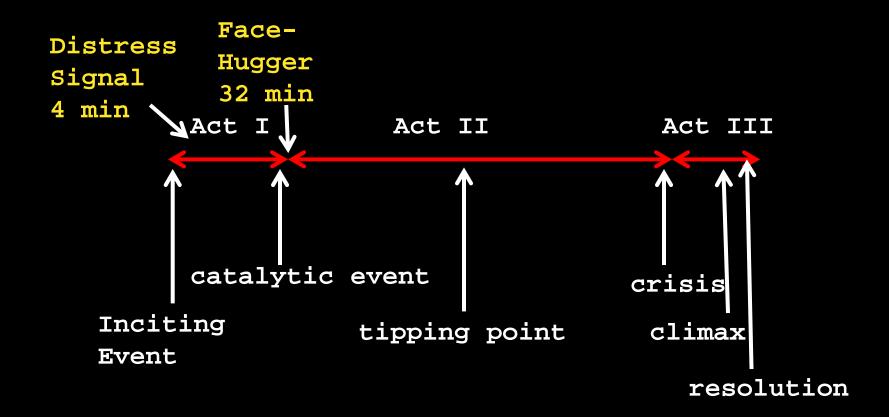


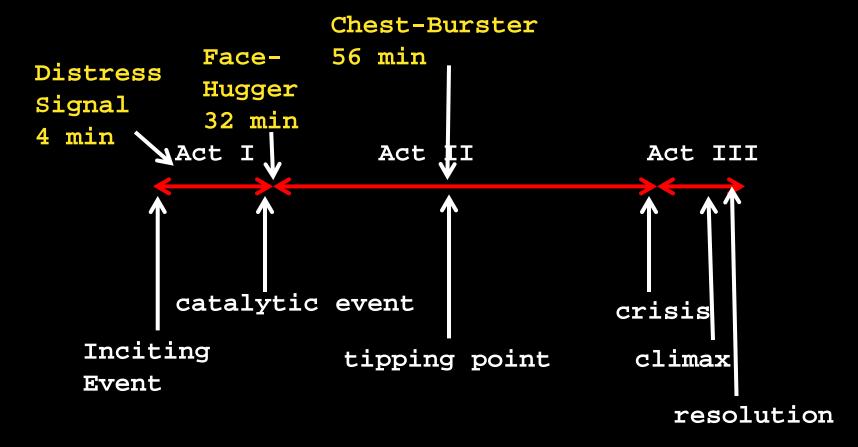


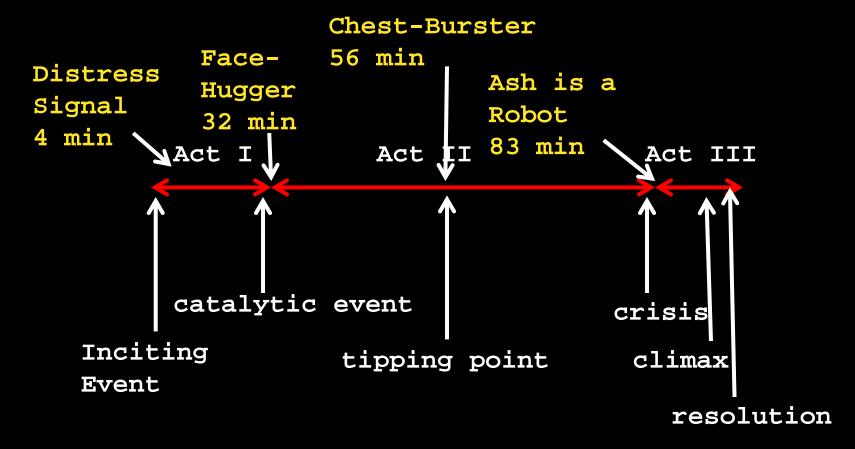


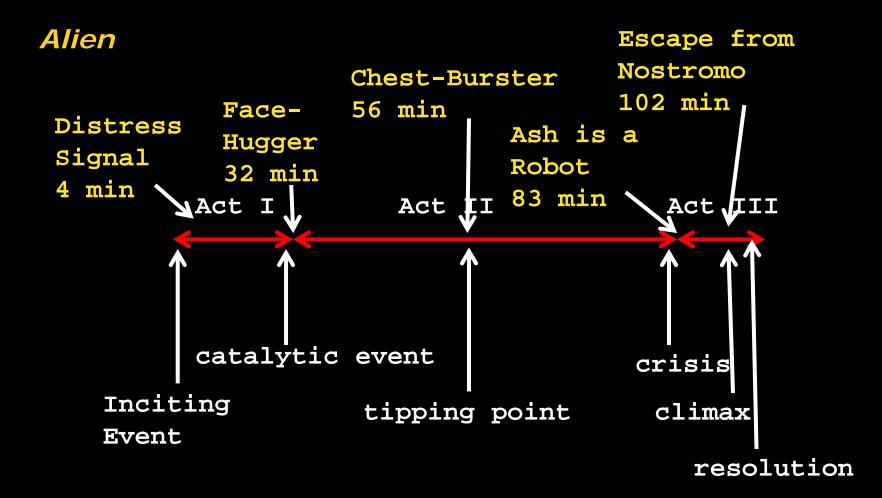


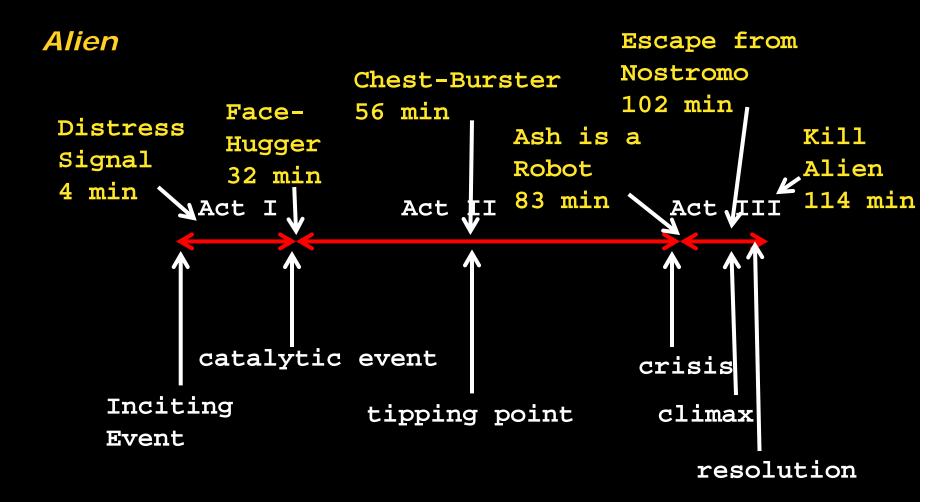












**Act I: Exposition** 

Most important act



- Most important act
- Typically 20% of script

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- Defines initial state

### **Act I: Exposition**

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- Sets up basic information time

place

key characters and their traits conflict/change/transgression

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- Most important act
- Typically 20% of script
- Defines initial state
- Sets up basic information time place key characters and their traits conflict/change/transgression
- Creates a catalytic event
- Sets up sub-plots
- Grabs audience's attention

**Act I: Elements** 

**Act I: Elements** 

- The Hook
- The Initial State
- The Problem
- The Catalytic Event
- The Call to Action

**Act I: Elements** 

**Act I: Elements** 

#### The Hook

grab audience's attention, make them ask questions allow suspension of disbelief some exposition/character defining moment

#### **Act I: Elements**

#### The Hook

grab audience's attention, make them ask questions allow suspension of disbelief some exposition/character defining moment

#### The Initial State

time/location established describes diegetic world before catalytic event initial character traits are revealed

**Act I: Elements** 

The Problem

the protagonist's initial goal/obstacle is defined main goal sometimes revealed transgression revealed

#### **Act I: Elements**

#### The Problem

the protagonist's initial goal/obstacle is defined main goal sometimes revealed transgression revealed

#### The Catalytic Event

an event changes the protagonist's world a conflict/struggle is launched a catastrophic event takes place an event launches a journey/quest point of no return reached protagonist makes fateful decision

**Act I: Elements** 

The Call to Action

the protagonist makes a commitment the protagonist is drawn into the conflict the protagonist looses control of events the protagonist creates a false solution



Act II: Rising Action/Anticipation

Typically 60-70% of script

- Typically 60-70% of script
- Building to climax

- Typically 60-70% of script
- Building to climax goal-obstacle pattern

- Typically 60-70% of script
- Building to climax goal-obstacle pattern difficulty/risk increases

- Typically 60-70% of script
- Building to climax goal-obstacle pattern difficulty/risk increases protagonist's situation/consequences worsen

#### Act II: Rising Action/Anticipation

- Typically 60-70% of script
- Building to climax

goal-obstacle pattern

difficulty/risk increases

protagonist's situation/consequences worsen

information increases

- Typically 60-70% of script
- Building to climax goal-obstacle pattern difficulty/risk increases protagonist's situation/consequences worsen information increases
- The goal/solution becomes clearer

- Typically 60-70% of script
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- Helpers gathered

- Typically 60-70% of script
- Building to climax goal-obstacle pattern difficulty/risk increases protagonist's situation/consequences worsen information increases
- The goal/solution becomes clearer
- Sub-plots unfold
- Helpers gathered
- Scenes and actions driven by armature

**Act II: Rising Action** 

**Progression** 



**Act II: Rising Action** 

Progression

Beginning of Act II



**Act II: Rising Action** 

Progression

Beginning of Act II

• insurmountable problems

**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information

**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear

**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear
- path to ultimate goal unclear

**Act II: Rising Action** 

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- insurmountable problems
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**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear
- path to ultimate goal unclear

#### End of Act II

• problem(s) clarified

**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear
- path to ultimate goal unclear

- problem(s) clarified
- information increasing

**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear
- path to ultimate goal unclear

- problem(s) clarified
- information increasing
- relationship(s) clarified

**Act II: Rising Action** 

**Progression** 

Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear
- path to ultimate goal unclear

- problem(s) clarified
- information increasing
- relationship(s) clarified
- final goal/consequences clarified

#### **Act II: Rising Action**

#### **Progression**

#### Beginning of Act II

- insurmountable problems
- obscure/missing information
- relationships unclear
- path to ultimate goal unclear

- problem(s) clarified
- information increasing
- relationship(s) clarified
- final goal/consequences clarified
- parallel stories converge

**Act II: Elements** 

**Act II: Elements** 

The Tipping Point

**Act II: Elements** 

• The Tipping Point 50-70% through act II



**Act II: Elements** 

• The Tipping Point
50-70% through act II
the protagonist's dilemma dramatically worsens

**Act II: Elements** 

• The Tipping Point
50-70% through act II
the protagonist's dilemma dramatically worsens
events irrevocably lead to the crisis

**Act II: Elements** 

The Tipping Point

50-70% through act II the protagonist's dilemma dramatically worsens events irrevocably lead to the crisis consequences of transgression become severe

**Act II: Elements** 

• The Tipping Point
50-70% through act II
the protagonist's dilemma dramatically worsens
events irrevocably lead to the crisis
consequences of transgression become severe

The Crisis

**Act II: Elements** 

The Tipping Point

50-70% through act II the protagonist's dilemma dramatically worsens events irrevocably lead to the crisis consequences of transgression become severe

The Crisis

ends act II

**Act II: Elements** 

#### The Tipping Point

50-70% through act II
the protagonist's dilemma dramatically worsens
events irrevocably lead to the crisis
consequences of transgression become severe

#### The Crisis

ends act II final obstacle

**Act II: Elements** 

#### The Tipping Point

50-70% through act II the protagonist's dilemma dramatically worsens events irrevocably lead to the crisis consequences of transgression become severe

#### The Crisis

ends act II final obstacle maximum risk

#### **Act II: Elements**

#### The Tipping Point

50-70% through act II the protagonist's dilemma dramatically worsens events irrevocably lead to the crisis consequences of transgression become severe

#### The Crisis

ends act II final obstacle maximum risk darkest hour

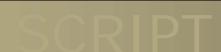
#### **Act II: Elements**

#### The Tipping Point

50-70% through act II the protagonist's dilemma dramatically worsens events irrevocably lead to the crisis consequences of transgression become severe

#### The Crisis

ends act II
final obstacle
maximum risk
darkest hour
protagonist recognizes the transgression



Act III: Resolution/Satisfaction

End of the film



- End of the film
- Typically 10-20% of script

- End of the film
- Typically 10-20% of script
- Reveals outcome for protagonist

- End of the film
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- Reveals outcome for protagonist
- Protagonist makes restoration

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- Reveals outcome for protagonist
- Protagonist makes restoration
- Sub-plots resolved
- Loose ends tied up

- End of the film
- Typically 10-20% of script
- Reveals outcome for protagonist
- Protagonist makes restoration
- Sub-plots resolved
- Loose ends tied up
- Falling action

**Act III: Elements** 

**Act III: Elements** 

• The Climax

**Act III: Elements** 

#### The Climax

Pinnacle of act III

continuation of crisis (with relaxation moment)

maximum impact

final goal met/not met

change resolved

protagonist attempts restoration

**Act III: Elements** 

The Resolution



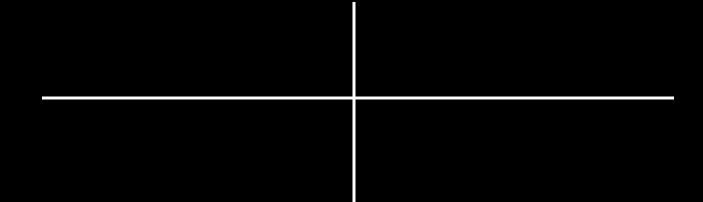
**Act III: Elements** 

#### The Resolution

reward for protagonist
boon for humanity
redefined stable situation
antagonist thwarted
new beginning for protagonist
impact of change clear
sub-plots resolved
key characters accounted for
protagonist makes restitution

**Act III: Elements** 

The Resolution



**Act III: Elements** 

The Resolution

Success / Happy

**Act III: Elements** 

The Resolution

Success / Happy

Success / Unhappy

**Act III: Elements** 

The Resolution

Success / Happy Failure / Happy
Success / Unhappy

**Act III: Elements** 

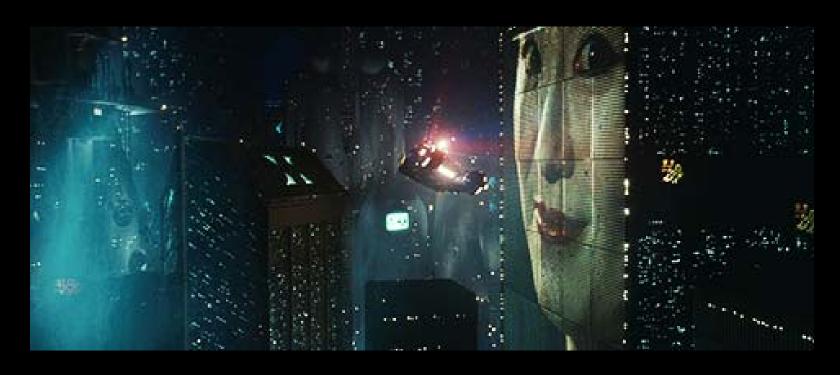
The Resolution

Success / Happy	Failure / Happy
Success / Unhappy	Failure / Unhappy





### **Analysis Assignment:**



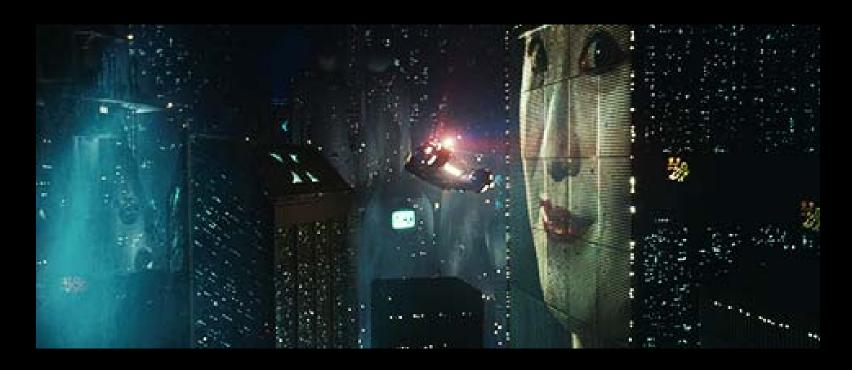
Blade Runner - 1982 Ridley Scott

### **Analysis Assignment:**



Blade Runner - 1982 Ridley Scott

Is it a High Concept, Three-Act film?



Blade Runner - 1982 Ridley Scott

Is it a High Concept, Three-Act film?

**High Concept** 

### **High Concept**

Action line dominant

**Low Concept** 

??

### **High Concept**

Action line dominant

### **Low Concept**

Emotive line dominant

### **High Concept**

- Action line dominant
- Emotive line minimized

- Emotive line dominant
- Action line minimized

### **High Concept**

- Action line dominant
- Emotive line minimized
- Often impacts the world at large

- Emotive line dominant
- Action line minimized
- Personal change or narrow impact

### **High Concept**

- Action line dominant
- Emotive line minimized
- Often impacts the world at large
- About the idea

- Emotive line dominant
- Action line minimized
- Personal change or narrow impact
- About the people

### Here's one way to look at it:

Often you will find that in a *high concept* story, the protagonist's ultimate success or failure will have huge consequences for many others. The results of their actions affect the world around them in a larger way, rather than just reflecting on themselves.

### Here's one way to look at it:

A *low concept* story is the kind of film you have to sell based on a script, not a pitch or logline.

It's about the people, not the idea.

### Here's one way to look at it:

A *low concept* story is the kind of film you have to sell based on a script, not a pitch or logline.

It's about the people, not the idea.

It's about the characters and relationships.



### **Production Assignment:**

Mini-scripts continued / Acts II & III

# Production Assignment: Mini-scripts continued / Acts II & III

- Build upon the 1<sup>st</sup> Act setup you've chosen
- Three alternate complications
- Protagonist struggles to achieve goal
- Obstacle prevents success
- Crisis reached
- Ten seconds each
- Screenplay Format
- You'll choose one of the three next week

# The Critique

Act I of your mini-screenplay

- 1. Parameters
- Ten-seconds each x 3
- Introduces character and setting
- Introduces goal or call to action
- Screenplay format

# The Critique

#### Act I of your mini-screenplay

- 2. Comment on:
- Is it clear who the protagonist is?
- Is there a catalytic event?
- What is the goal / call to action?
- Usage of Visual Language
- Entertainment value
- 3. Discuss what can be done to improve work.
- 4. Choose one to continue forward with.

