

Idea/ Plan Scene- character gets idea/ comes up with plan

Example answers in italics

Character A wants: *to escape jail*

Clues from the environment that externalize their idea:

1. *keys of guard's belt*
2. *guard having to take a bathroom break 10 minutes after drinking coffee (clock)*
3. *guard jacket left on back of chair*

Object or action at center of scene (often related to theme or subject of scene): *keys*

Image related to object or action to open scene (to be book-ended with last image of scene): *key opens cell door*

Obstacles to plan (either expected or unexpected) :

1. *can't find which key to use*
2. *coat is too small*
3. *bathroom is occupied- guard returning*

Tactics tried by character A to overcome new obstacles:

1. *systematically try by size*
2. *cut out armpits of coat*
3. *make fake call to prison guard diverting him to other side of cell block*

Image related to object or action to end scene: *Guard comes back from bathroom to see keys swaying in lock*

Naomi Noir Productions

contact@naominoir.com