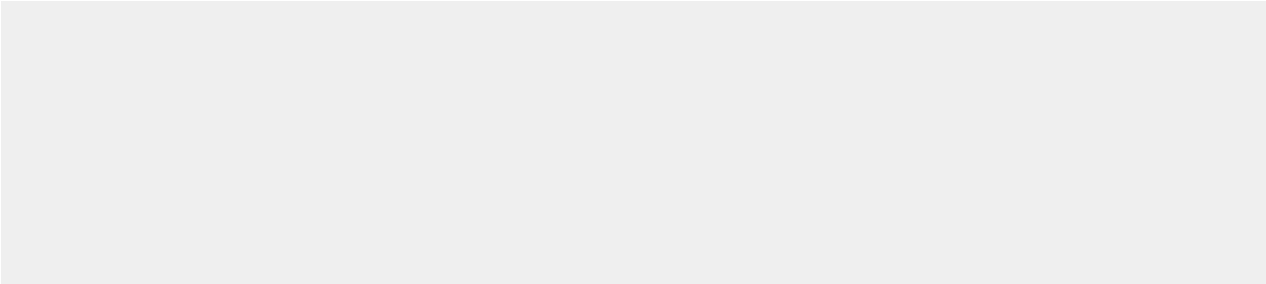


NOTES

3-ACT STORY STRUCTURE

Act I

- Opening Scene to the Inciting Incident
 - Introduces us to our ancestor in their normal world
 - Is the set up
 - Lays the groundwork for everything that follows
 - Introduces the protagonist's personal dilemma and goal
 - Introduces the main conflict and the antagonistic force
 - It plants foreshadowing for important revelations later on.
- 

Act II

First Half of Act II

Your ancestor ventures or is thrust into a new world, uncharted territory

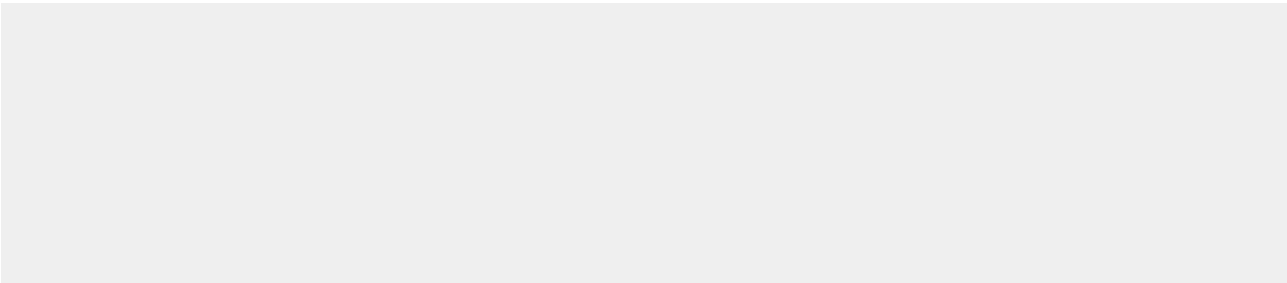
And gets lost

Reacting to events

Chasing the thing he wants

He's reactive - at the mercy of antagonistic forces

He is not in control of the conflict



NOTES

3-ACT STORY STRUCTURE

Second Half of Act II

50% Mark until 75% Mark

Starts at the Midpoint Scene

When the protagonist goes from not in control of the conflict to taking control.

This is the fundamental turning point in your book.

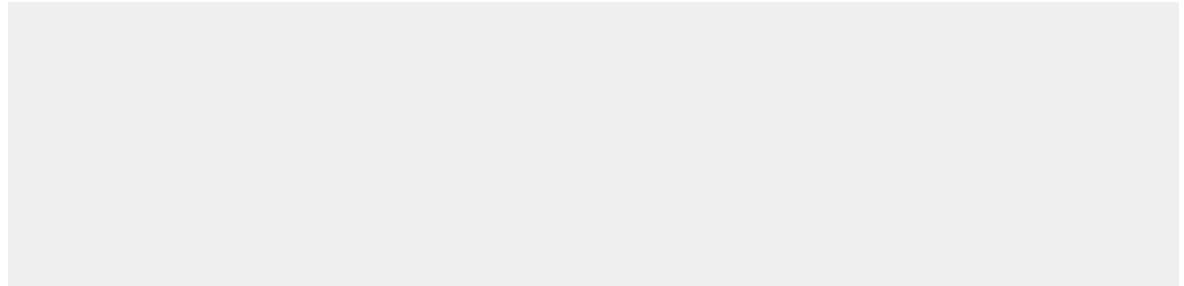
Without this shift, you have no evolution, no variety and no story

This shift comes from inside the protagonist

But your protagonist is still have blinded by their misbelief

This part ends with the low point scene

Your protagonist can't push his false belief to the back burner any longer and must confront it once and for all .



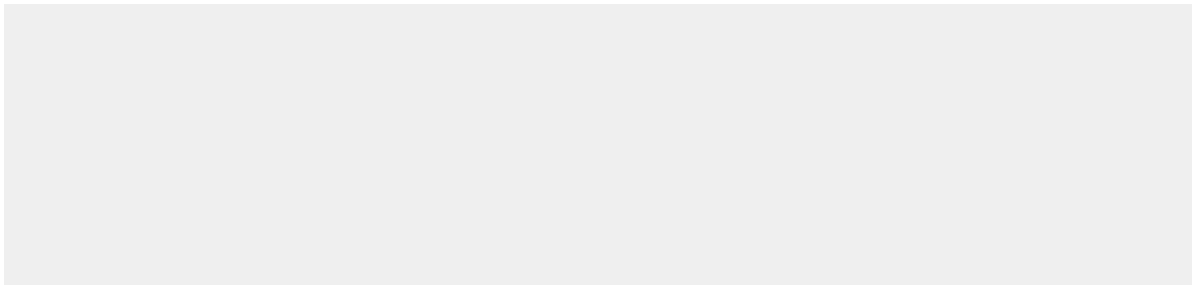
Act III

Takes us from the climax to the resolution

Protagonist scrambling to regain his balance before he faces the antagonist in the climax.

Is all about figuring out if he really wants to return to his life of safety.

Contains the climax, and the resolution.



The Plot

Normal World - We meet the ancestor in their normal world

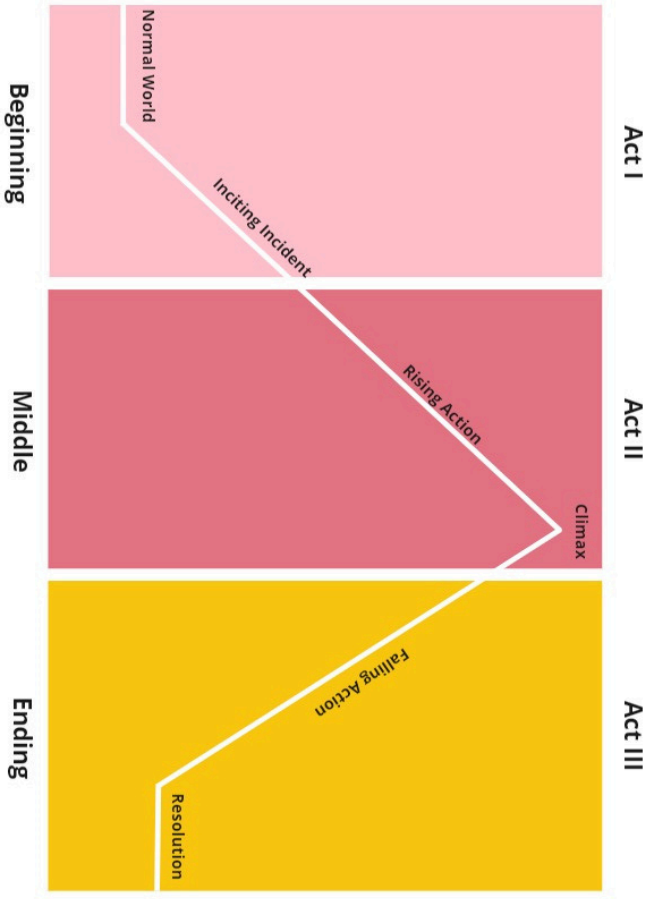
Inciting Incident - An event occurs that makes the conflict inevitable.

Rising Action - obstacles and challenges that your ancestor faced on the way to achieving the goal

Climax - Central conflict is resolved and the goal is achieved.

Falling Action - how your ancestor's life changes as a result of achieving thier goal.

Resolution - ties up loose ends and gets the story to memorable closing scene



Character Arc

Normal World - introduced to the ancestor, we get to know their personality, some hint at their wound, some hin that their outward wants, struggles.

Inciting Incident - The ancestor makes a decision to leave the normal and seek out their goal.

Rising Action - face obstacles the will reveal their misbelief, their flaws and struggles.

Climax - to the realization that they must change or they must change their goal.