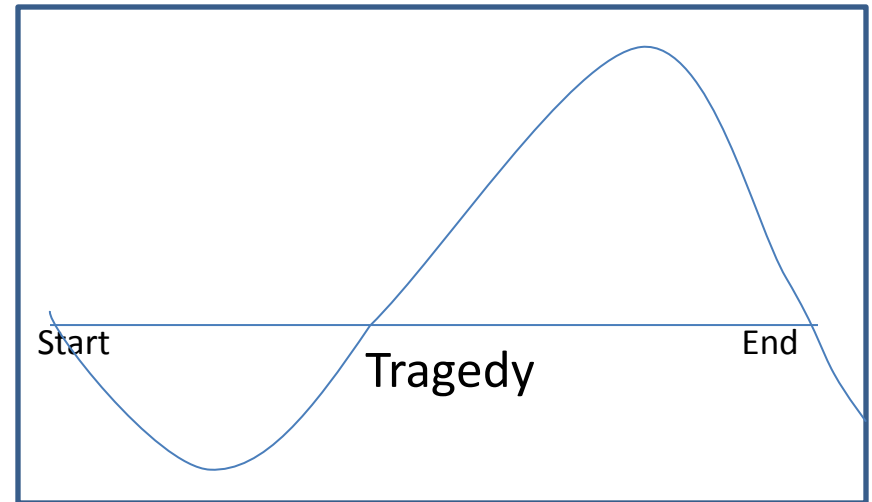
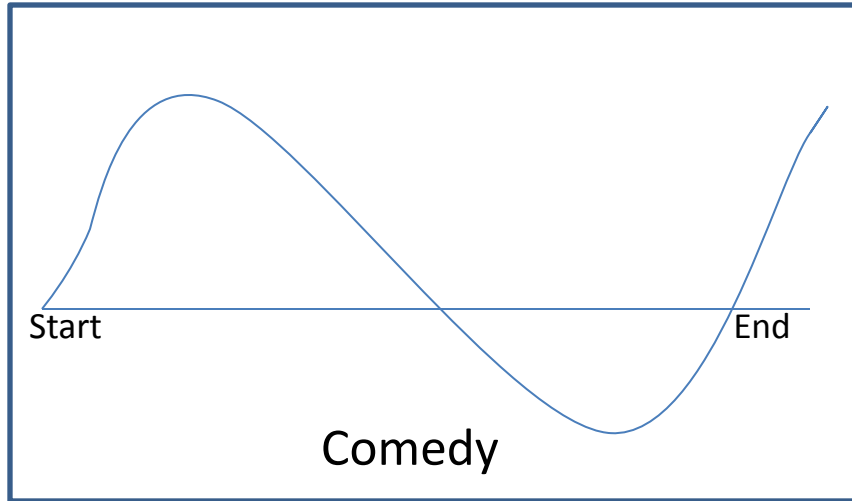


3 Act Structure

more details for beginners

3 Act Structure: Some Terminology



3 Act Structure: Simple Definition

Act I: Set Up

Quickly establishes
MC's flaw
&
Sets up entire story

Act II: Confrontation

MC's quest becomes
increasingly difficult.

Leads to a climax.

Problems and complications

Act III: Resolution

Climax to end of
film.

MC faces it &
makes decision.
MC either does or
does not learn
his/her lesson.

0

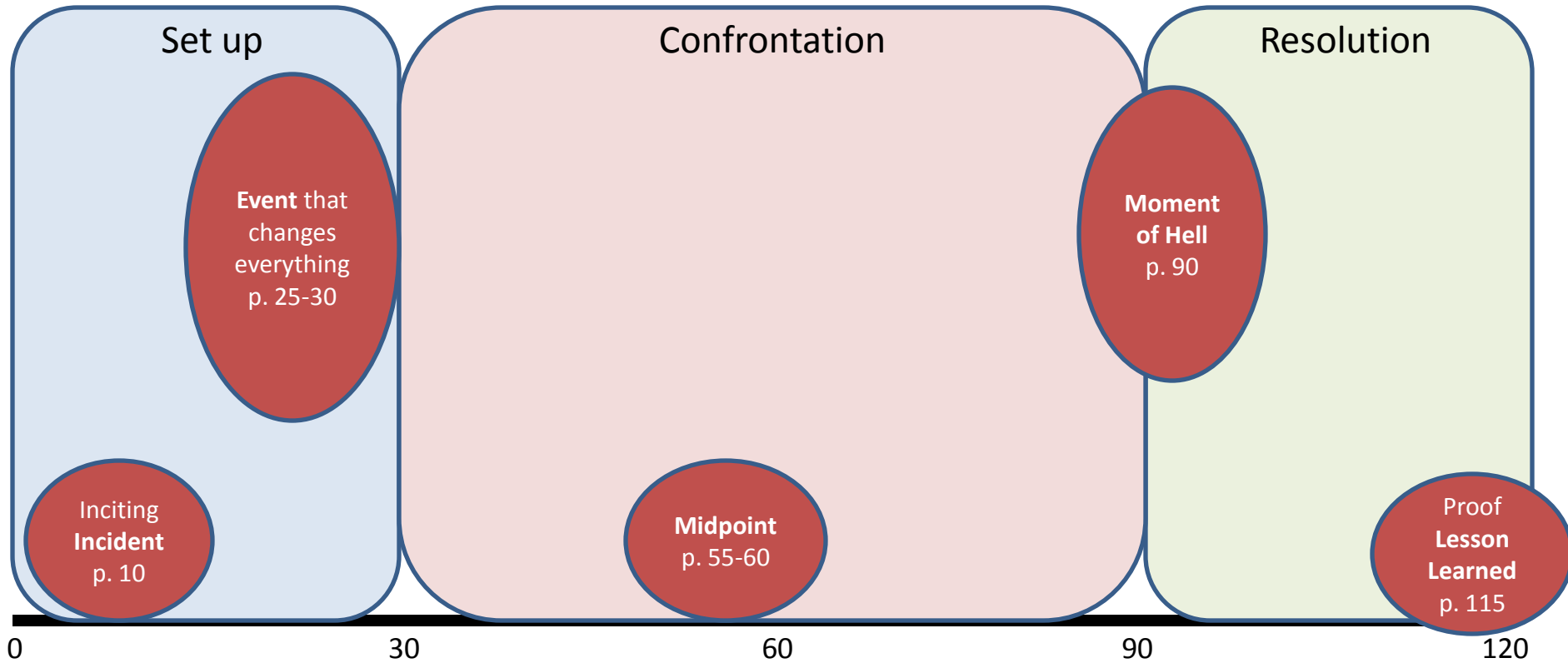
30

60

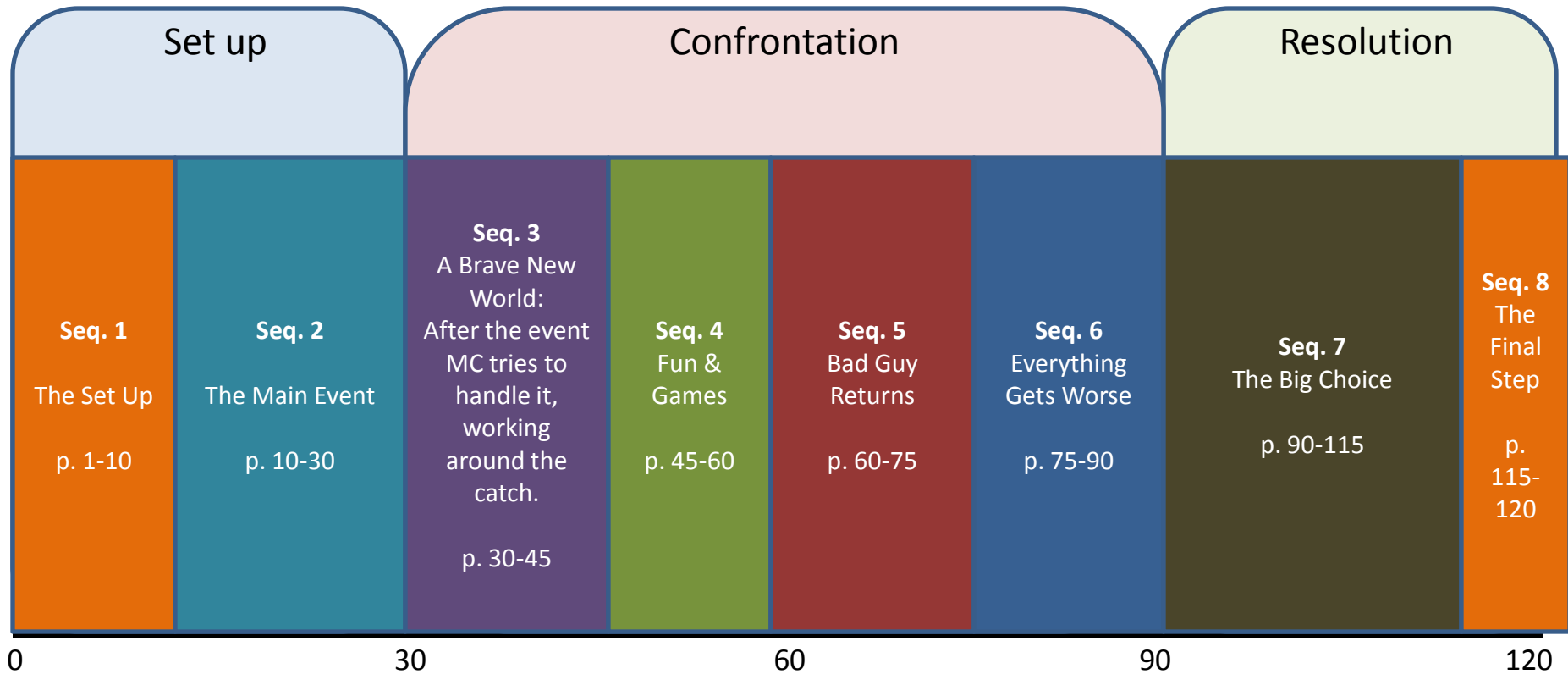
90

120

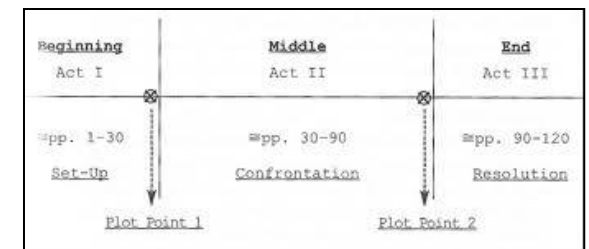
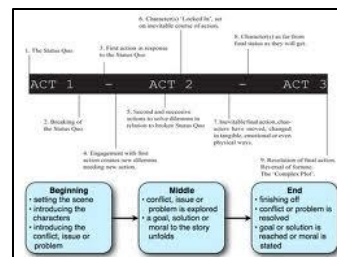
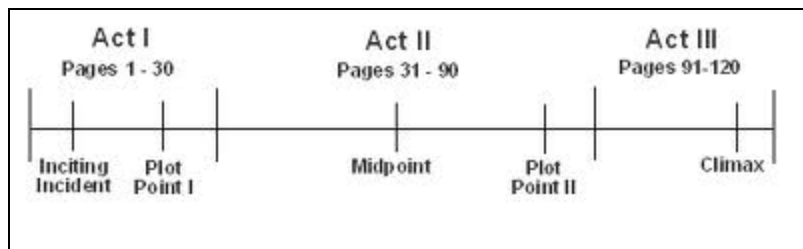
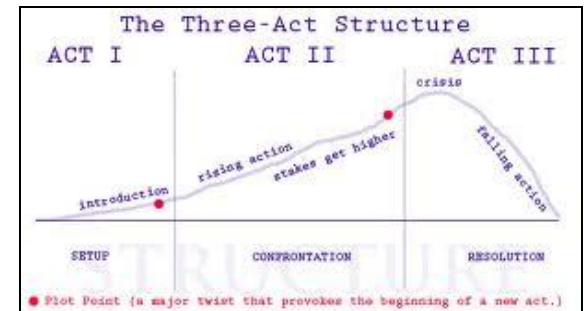
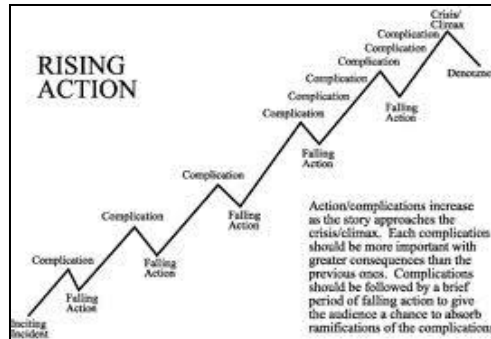
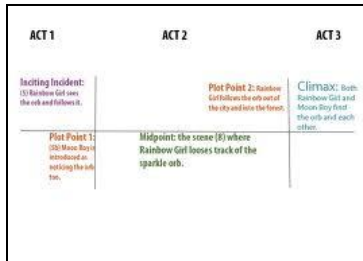
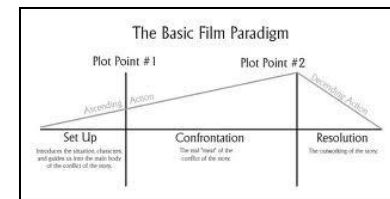
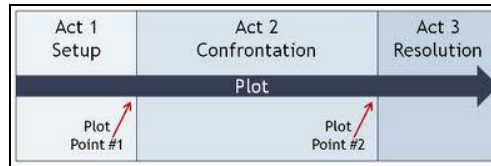
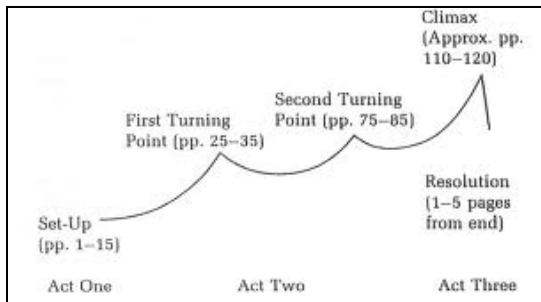
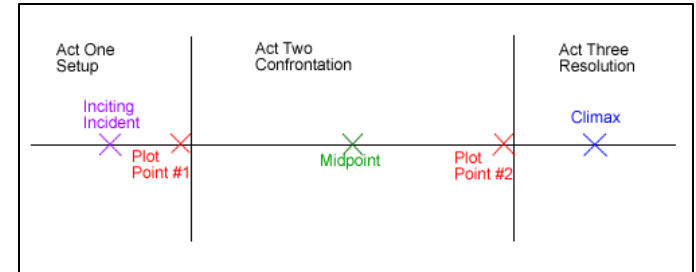
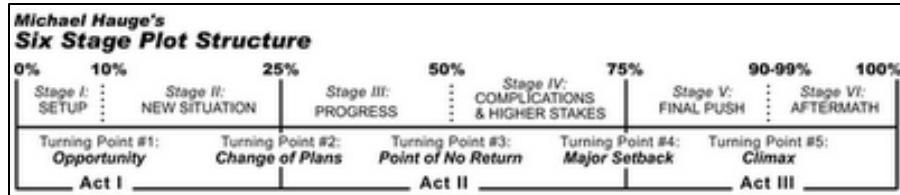
3 Act Structure: Main Elements



3 Act Structure: Main Sequence of Events



3 Act Structure: Other Examples



INT. FANCY APARTMENT- DAY

Lavishly decorated in post modern style. Photos of Jane's childhood strategically placed throughout.

Frank runs his finger lightly over the images of Jane. He weeps.

KNOCK, KNOCK. Frank startled.

FRANK
(nonchalantly)
Come in.

Steve strolls in, gun in hand.

STEVE
Figure you'd be here. Come on let's get outta here before they know what's happen and come looking for us.

BANG, BANG, BANG. Steve and Frank crawl out window.

WINDOW LEDGE

Frank glares over edge. Steve returns fire.

A LADDER.

ON THE ROOF

Frank leans over edge.

FRANK
Hurry!

WINDOW LEDGE

CLICK. Steve out of bullets.

STEVE
Shit! Drop me some ammo, dude!

ON THE ROOF

Steve checks his clip-- empty.

Slug line:
Exterior or Interior
Scene location
Day or Night

Description:
(narrative setting description)

Action:
(narrative action description)

Sound:
(narrative sound description)

Parenthetical:
Actor's direction

Character Name

Dialogue:
On the Nose (OTN) or Sub-textual

Mini-Slug lines:
Used in action, montages, flashbacks, series of shots, etc.

Basic parts of a scene