

# THREE ACT STRUCTURE

A mash up of popular story structures created by Arvel Chappell III

## ACT I 25% (SEQUENCES 1-2)

### ESTABLISH STATUS QUO

The world and our character's place in it  
**6 CHARACTER FLAWS**

Set up things that need to change within our protagonist.

### VISUAL MOTIFS

Recurring visual elements that have symbolic meaning in a story. Through its repetition, a motif can help produce other narrative (or literary) aspects such as theme or mood.

#### • ANTAGONIST

The main adversary in the story is introduced in sequence 2

#### • TICKING CLOCK

A sense of urgency for the story. It's why the protagonist must solve the main tension in a hurry.

#### • INCITING INCIDENT

Or main tension is set up when an event occurs that thrusts our character to want something. It sets up the main question of the story... Will protagonist get "X"....?

#### • SAVE THE CAT

A scene that shows the humanity of our protagonist.

#### • POINT OF ATTACK

The first obvious tension for the main character that alludes to what he needs to change (start of the story)

## ACT II 50% (SEQUENCES 3-6)

This is where our character tries to get what he wants but is met with lots of problems.

#### MAIN SUBPLOT EXPLORED

The audience needs a break so this sequence is where the main subplot (usually a love story) is explored exclusively. The subplot is a completely different desire/goal of our main character and NOT related to the main tension.

**DIFFICULT OBSTACLES** are presented to our protagonist concluding with the Midpoint.

#### MIDPOINT

An obstacle successfully overcome or horribly failed that indicates a strong feeling as to whether or not the protagonist will get what she wants.

#### FUN 'N' GAMES

sequence where our protagonist conquers the easiest obstacles first and has fun doing it. It's also where she reaffirms her commitment to the cause.

**STAKES ARE HIGHEST** our protagonist faces her most difficult battle yet. Our hero looks as if she'll fail and not get what she wants.

#### • FIRST CULMINATION

Our protagonist has either won or lost her most important battle. Usually this beat plays against the midpoint.

**RISING ACTION**

**FALLING ACTION**

#### • TWIST

A final obstacle in the twelfth hour threatens our protagonist yet again. A final test to see if she has really changed.

#### • RESOLUTION

The character discovers what he needs after living through his journey.

TIME AXIS

SEQUENCE 1:  
WORLD RULES

SEQUENCE 2:  
DISCOVERY

SEQUENCE 3:  
FUN 'N' GAMES

SEQUENCE 4:  
MIDPOINT

SEQUENCE 5:  
SUBPLOT

SEQUENCE 6:  
EPIC FIGHT

SEQUENCE 7:  
CESSATION

SEQUENCE 8:  
CONCLUSION