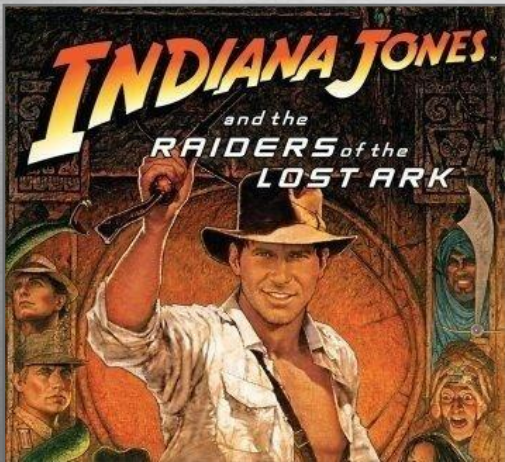


**PROFESSOR CANDACE LEE EGAN**

## **Film Narrative Storytelling**



# Basic Story Parts

1.	Exposition	Act 1–Setup	Intro
2.	Conflict	Act 2– Development	Body
3.	Climax		
4.	Resolution	Act 3–Resolution	Conclusion

Sources: *The Visual Story – Seeing the Structure of Film, TV, and New Media*. By Bruce Block; *Screenplay: Idea to Successful Script*. By Jule Selbo; *Writing the Script: A Practical Guide for Films and Television*. By Wells Root.

# **Exposition**

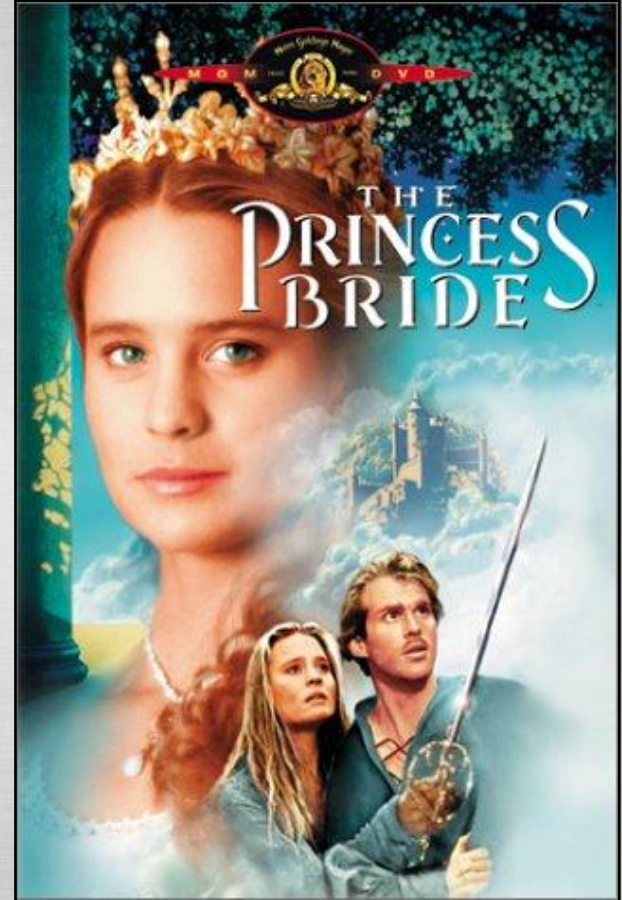
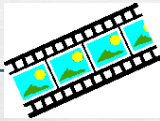
- ▶ **Facts needed to begin story**
  - **Who are the main characters?**
  - **When and where do they live?**
  - **What are they doing?**
  - **What are their wants/needs and why?**
  - **What's the protagonist's problem/obstacle/conflict?**



# Exposition Example

## ► *The Princess Bride*

Opening Sequen



# Exposition

- ▶ Who are the main characters?
  - Hero, villain, love interest, side-kick...
- ▶ When and where do they live?
  - What is the time-frame
    - ♦ The present, the sixties, ...
  - Where are they?
    - ♦ Physical location relevant to who they are and the time-frame



Princess Bride 

# Exposition

## ▶ What are they doing?

- ♦ Activity that demonstrates their character and lot in life
  - *Princess Bride*

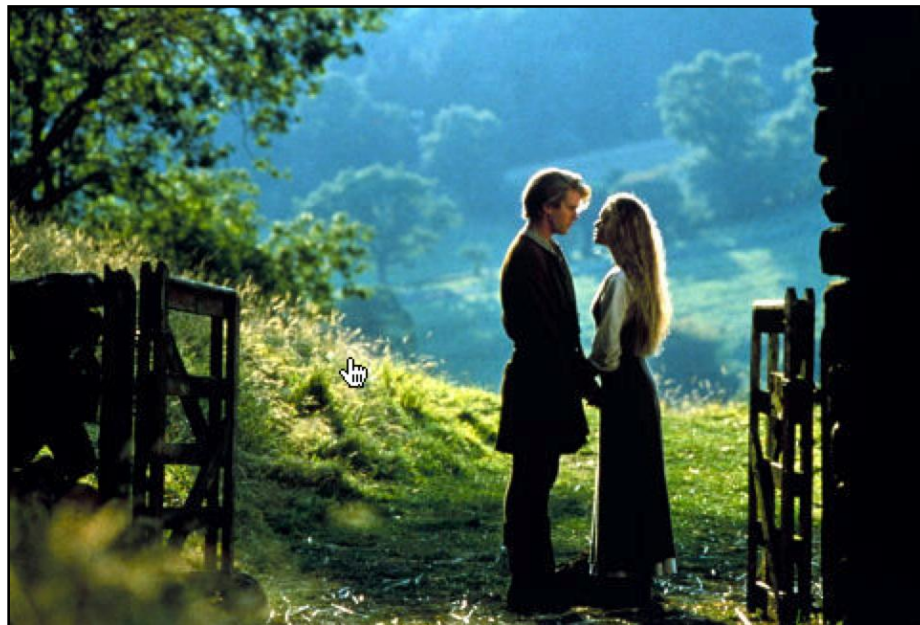
## ▶ What are their wants/needs and why?

Wants/Needs  Why	Significant other	Friends	Money	Find bad guy
	Love	Acceptance	Power	Justice

*Princess Bride* 

# Exposition

- ▶ What's the problem/obstacle/conflict in the way of attaining the main character's wants/needs?





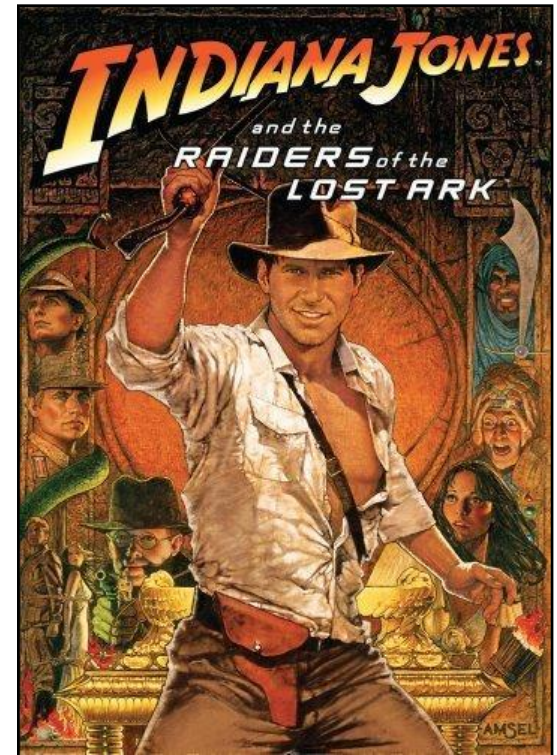
# Story Structure Example

## ► *Raiders of the Lost Ark*

### ■ Exposition

- ◆ Who are the main characters?
- ◆ When and where do they live?
- ◆ What are they doing?
- ◆ What are their wants/needs and why?
- ◆ What's the protagonist's problem/obstacle/conflict?

[Raiders Opening sequence](#)





Raiders Opening sequence

# **Conflict and Climax**

- ▶ **Quest to attain wants/needs**
  - **Realization of dreaded alternative and decision to act**
  - **Quest begins**
  - **Escalating complications (Conflict)**
  - **Do or die complication (Climax)**

# Conflict

- ▶ **Realization of dreaded alternative and decision to act**
  - What will happen if the main character doesn't do anything to overcome the problem/obstacle/conflict
  - Main character decides to risk it all

Raiders Opening sequence



# Conflict

- ▶ **Quest begins**
  - Things start off promising
- ▶ **Escalating complications (conflict)**
  - 1.
  - 2.





# Climax

## ▶ Do or die complication

- Final struggle that will end conflict
  - ♦ The protagonist will succeed or fail
- Lifeline to overcome problem/obstacle/conflict
  - ♦ Device(s) that will enable success
    - Skill, tool, character
  - ♦ Must be established earlier in story

Raiders Opening sequence



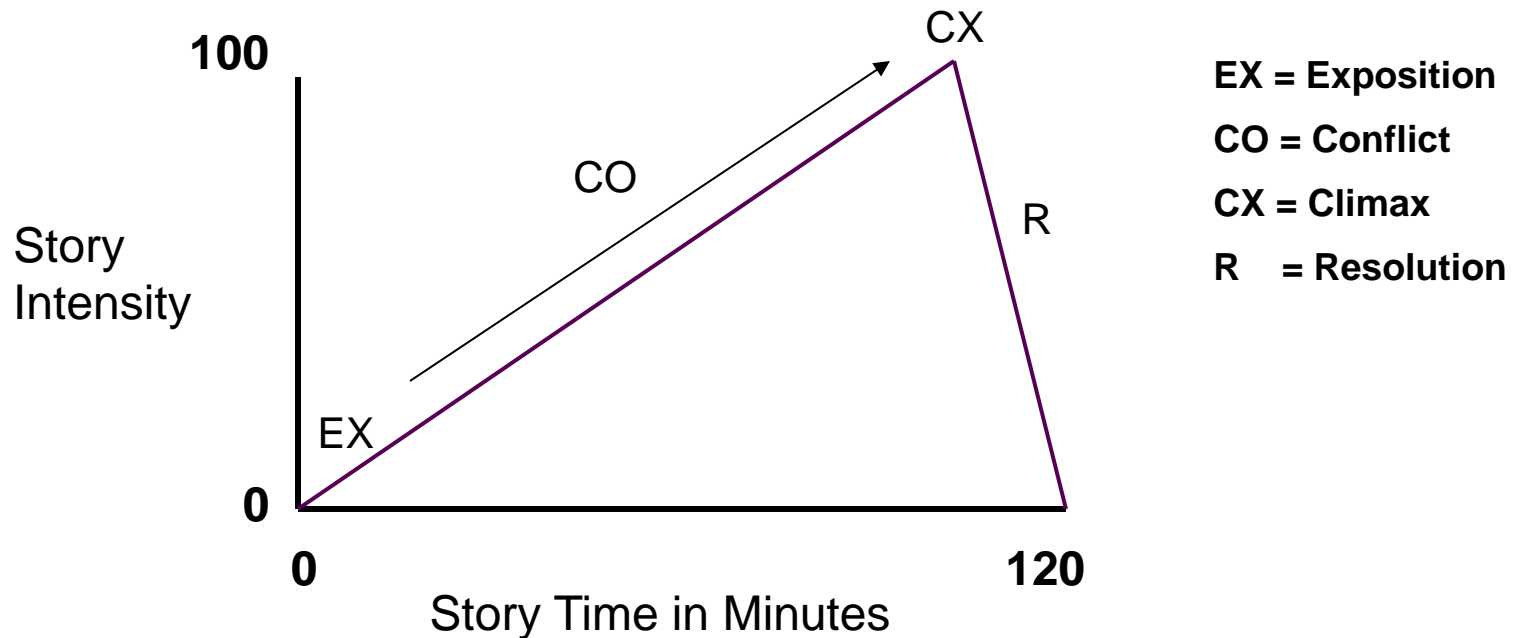
# Resolution

- ▶ What happens after climax
  - Allow audience to recover from climax
  - Tie up loose ends
  - Return to daily life and outcome for main character
    - ◆ Were wants/needs obtained?
    - ◆ How was the main character changed?
  - *Raiders of the Lost Ark*
    - ◆ What happened in resolution?
    - ◆ *How did the sequence resolution set up rest of movie?*



# Story Structure Graph

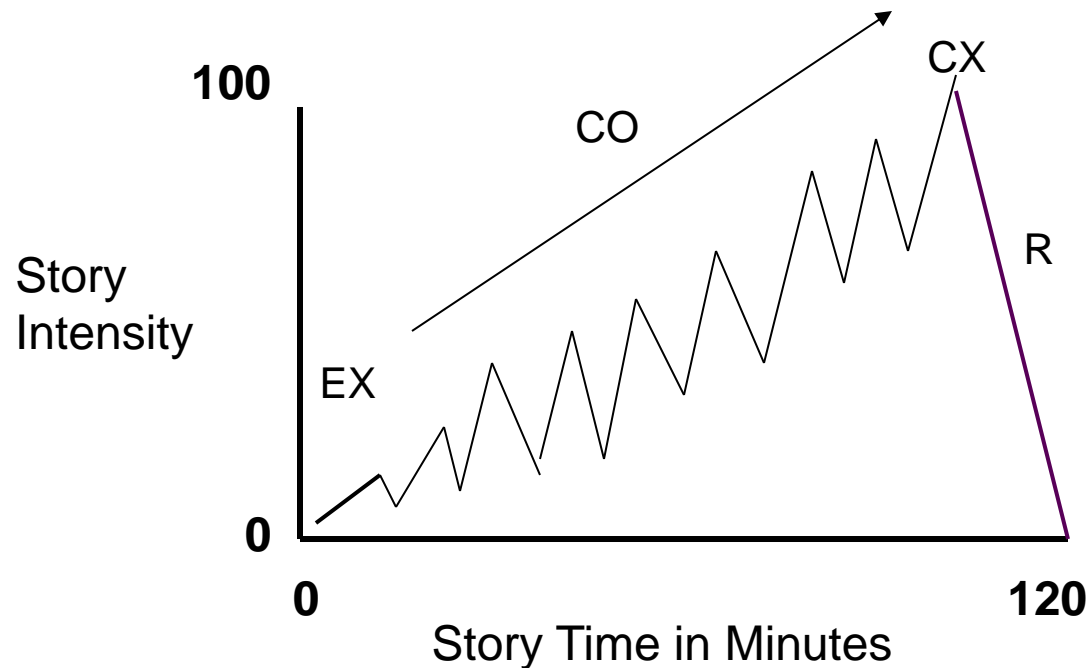
- Intensity of conflict increases as story progresses



Sources: *The Visual Story – Seeing the Structure of Film, TV, and New Media*. By Bruce Block

# Intensity Fluctuates

- ▶ Rise and fall throughout story
  - Overall trend increases with each complication/conflict





# Raiders Open Sequence

1=EX: Walk through jungle



2=CO: Walk through cave



3=CO: Indy takes Idol



4=CO: Indy runs



5=EX: Belloq (villain)



6=CX: Tribesmen chase Indy



7=R: Escape on plane

