

STORY BEATS: A COMPARISON OF SEVERAL METHODS

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ARISTOTLE	CAMPBELL'S HERO	FIELD	SNYDER	CHITLIK	COUNTOUR
ACT I	Ordinary World	SET-UP Pgs 1-30	Opening Image	1 Ordinary Life (getting to know central character and his flaw)	ORPHAN
			Set Up		
			Theme Stated		
	Call to Adventure	Inciting Incident	Catalyst	2 Inciting Incident pg 10 or 15 (something happens to change his life forever)	
	Refusal of the Call		Debate	forces him to seek a goal	
	Meeting the Mentor			3 End of Act I- decides on course of action	
	Crossing the Threshold	Plot Point 1	Break into ACT II	(pg betw. 25 & 35)	
ACT II	Test, Allies, Enemies	CONFRONTATION Pages 30-60	B Story	another major event forces him to take action)	WANDERER
			The Promise of the Premise		
		PINCH 1 P.45			
MIDPOINT		MP/ 60 Pages (60-90)	Midpoint	4 Midpoint/Turning Point	WARRIOR
	Approach to Inmost Cave		Bad Guys Close In		
			All is Lost		
	Ordeal				
		PINCH 2 P.75	Dark Night of the Soul		
	Reward				
		Plot Point 2		5 Low point (end Act II; betw. 75-85)	
			Break Into ACT III		
ACT III	Road Back	RESOLUTION Pgs 90-120		6 Final Challenge-beg. of ACT III	MARTYR
	Resurrection		Finale		
	Return with Elixir		Final Image	7 Return to Normal Life-Changed forever	