

DramaBeats

Instruction

manual

INSTANTLY LOOK LIKE A PRO
BY FOLLOWING THESE DIRECTIONS

DramaBeats 1 – 44

Sample Only

1) *Opening scene - The set up: Show the current world of the hero. Is it historical, futuristic, current day, is it happy, oppressed? Advanced, primitive? Does order or chaos rule? Introduce main character or theme. A major character could also be a place, an object, subject matter, animal, volcano, machine, alien or event, an asteroid, anything that will play a major role in your story could be seen as a character worthy of the opening scene. Remember you have to like it. And it has to be informative.*

2) *Create empathy for the hero or shero. Let your hero do something that people can relate to, empathise with eg; Have a cold or have him attacked by a bird, a trolley scratch her new car, have her heel break while crossing a busy street and have to walk carrying one shoe. Try to be original, relatable everyday flusters are the most effective.*

3) *Introduction of allies/ friends, characters who will help drive the story forward. Every character is there for the soul purpose of showing us all the side of the hero, the good the bad and the ugly side, warts and all. Create interesting introductions; avoid overused cliches and pleasantaries as much as possible. Get to the meat-n-potatoes of your scene asap. And don't answer every question in the same scene. Make your audience wait for the answer. This creates delayed gratification.*

4) *Crystallize the challenge: the goal of the Hero/Shero. It can be as simple as winning a chess tournament bowling championship or as deadly as taking on the mob. Whatever it is, make it clear early.*

5) *Hero rejects the call to adventure: is reluctant, is negative.*

6) *Voice of doom: someone spells out the odds against success, the hurdle, the dangers of the challenge or battle, what's at stake, the price of failure. This can be as short as a line, whatever is appropriate but brief is always better.*

7) *Hero exposes a fear or character flaw to the audience or confides in someone he trusts or a stranger or to his idea of god.*

8) *Clinch point: An event that changes the Hero's mind, forces or convinces them to take on the challenge or mission. Nothing is ever the same again after this point.*

9) *The plan: Introduce more allies, new characters, an unusual trick, skill, or gadget, magic potions, anything that the hero will need for the adventure ahead.*