




# Appendix

There are hundreds of different plot structures available; I chose these four because they provide a good sample of what you will find on the topic. Each looks better as a picture, especially the Hero's Journey. I present them below as lists to show how they compare, sacrificing clarity in the process.

Learn more about each structure by visiting the YouTube playlist I created for each. These playlists are ever-improving as I find more videos on each structure. You can recommend videos to add to any of these playlists by sharing them with me via email or through any of my social media accounts.

*Find sketches of The Hero's Journey, Freytag's Pyramid, and an approach to Three Act Structure in the Glossary.*

	Blake Snyder Beat Sheet	Three Act Structure	The Hero's Journey	Freytag's Pyramid (Story Triangle)				
<b>Beats / Scenes / Plot Points</b>	<b>Act 1</b>	<b>Ascending Action</b>	<b>Ordinary</b>	Exposition				
					Opening Image	Beginning	Status Quo	
					Theme Stated			
					Setup		Inciting Incident	Call to Adventure
					Catalyst	Assistance		
	Debate		Climax of Act One	Departure				
	<b>Act 2</b>		<b>Confrontation</b>	<b>Special World</b>	Rising Action			
						Break Into 2	Obstacle	Trials
						B Story	Obstacle	Approach
						Fun and Games	Midpoint Twist	Crisis
						Midpoint	Obstacle	Treasure
						Bad Guys Close In	Disaster	Result
						All is Lost	Crisis	Return
	Dark Night of the Soul		Climax of Act Two	New Life				
	<b>Act 3</b>		<b>Descending Action</b>	<b>Ordinary</b>	Falling Action <i>Protagonist wrestles with the Climax</i>			
Break Into 3		Climax of Act 3				Catastrophe		
Five Point Finale		Wrap Up				Dénouement <sup>b</sup> <i>Optional</i>		
	Final Image	End	Resolution					
<b>Notes</b>	Originally Developed for Film by Blake Snyder and published in his <i>Save the Cat!</i> book. For this reason, writers often call this the "Save the Cat" structure.	There are hundreds of ways "Three Act Structure" is defined and a variety of terms are used. I used one of the most popular. This is the most adapted of the structures listed here.	Better understood as a circle (see the picture in the glossary). My effort here is to align the terms with other structures.	Typically used for tragedies, which begin with rising hope and end in catastrophe, although these ideas can be used in other story types.				
	<i>Save the Cat!</i> <i>Save the Cat! Writes a Novel</i>	There is no one book that is the definitive guide. Many attribute the structure to Aristotle but its true origins are unknown.	<i>Hero With 1000 Faces</i>	<i>Freytag's Technique of the Drama</i>				
	<a href="#">The BS2</a>	<a href="#">Three Act Structure</a>	<a href="#">Hero's Journey</a>	<a href="#">Freytag's Pyramid</a>				
	<a href="http://savethecat.com">savethecat.com</a>	<a href="http://nownovel.com/blog/three-act-formula-novels/">nownovel.com/blog/three-act-formula-novels/</a>	<a href="http://blog.reedsy.com/guide/story-structure/heros-journey">blog.reedsy.com/guide/story-structure/heros-journey</a>	<a href="http://stormwritingschool.com/fr eytags-pyramid/">stormwritingschool.com/fr eytags-pyramid/</a>				

<sup>a</sup> Here this word is used to refer to the change in direction that modern writers call a Midpoint Twist.

<sup>b</sup> French word (since Freytag was French) that refers to all the closing scenes at the end of a story, after the main event (Catastrophe) has happened. This is optional because in many plays, which were his primary inspiration, the Catastrophe was the last scene.