STORYLINE - PLOT SEQUENCE

1 Basic structure of the story to unravel the plot in every detail

2 numbering the scene to understand the total length

3 find out the weaknesses and the strengths to solve all the problems of constructing of the story

You must be looking for:

- · The correct **length of the scenes** (and consequentially of the whole story) - from there you can schedule the next steps –
- · Individuate the **narrative units**, meaning **action** or **events** which allow the story to advance
- · **Expendable scene** or **week connection** through scenes
- · If the evolution of the character's personality is **consisten**t to the development of the story
- · If the **turning points are well positioned**
- · Number of **location** used (and consequentially what kind of visual materials you must collect)
- · **Meaningful props**/objects/animals etc etc···
- · **Meaningful date**/time/period (and relative data)

TIPS
the classic three acts structure contain:

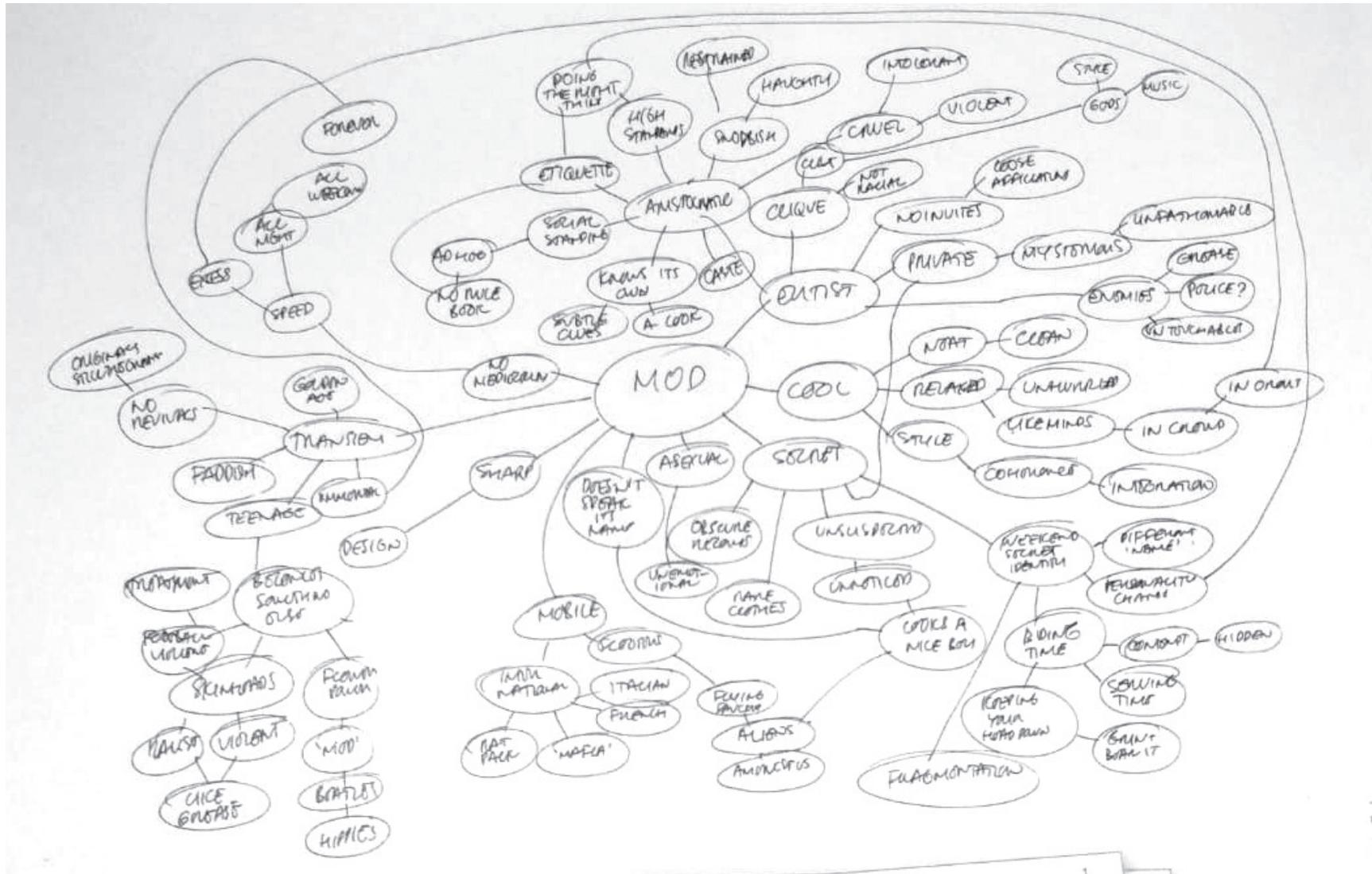| Trigger event 1° turning point	Midpoint 2° turning point	Climax Epilogue
FIRST ACT	**SECOND ACT**	**FINAL ACT**

TIPS
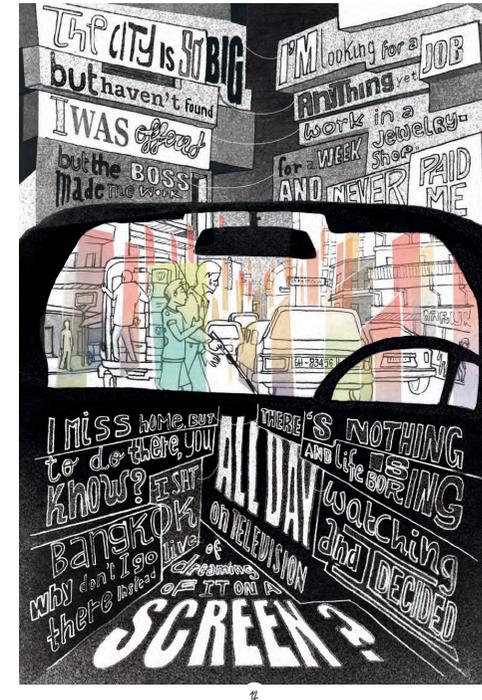
Dave Gibbons's map
write for *The Originals*

Usefull to develop the sequences, the timing, the plot

STORYLINE - PLOT SEQUENCE   EXAMPLE OF STORYLINE
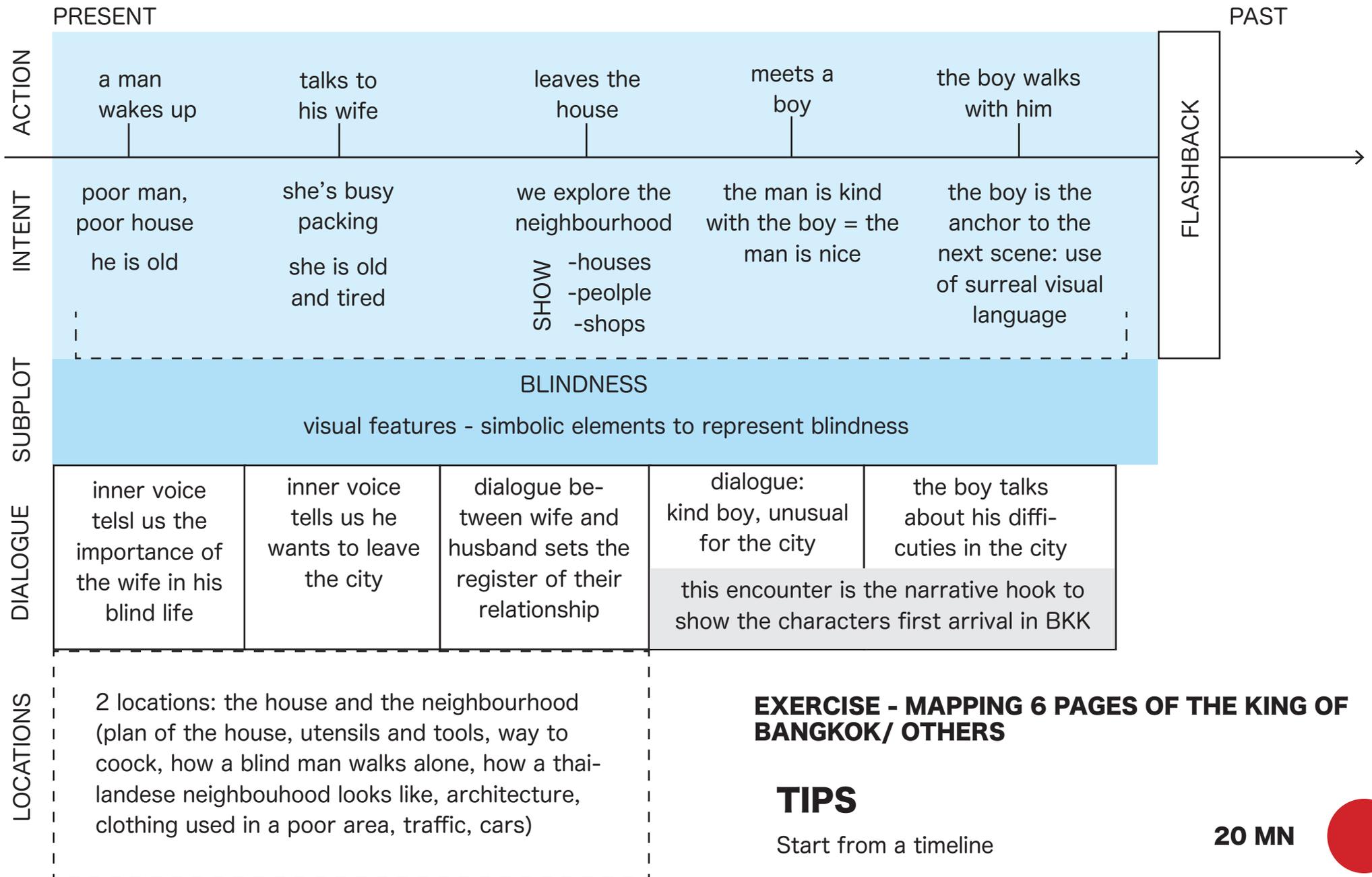
PRESENT   PAST

ACTION

| a man wakes up | talks to his wife | leaves the house | meets a boy | the boy walks with him |

INTENT

| poor man, poor house he is old | she's busy packing she is old and tired | we explore the neighbourhood SHOW -houses -peolple -shops | the man is kind with the boy = the man is nice | the boy is the anchor to the next scene: use of surreal visual language |

FLASHBACK

SUBPLOT

BLINDNESS

visual features - simbolic elements to represent blindness

DIALOGUE

| inner voice telsl us the importance of the wife in his blind life | inner voice tells us he wants to leave the city | dialogue be-tween wife and husband sets the register of their relationship | dialogue: kind boy, unusual for the city | the boy talks about his diffi-cuties in the city |

this encounter is the narrative hook to show the characters first arrival in BKK

LOCATIONS

2 locations: the house and the neighbourhood (plan of the house, utensils and tools, way to coock, how a blind man walks alone, how a thailandese neighbouhood looks like, architecture, clothing used in a poor area, traffic, cars)

EXERCISE - MAPPING 6 PAGES OF THE KING OF BANGKOK/ OTHERS

TIPS

Start from a timeline

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