

<p>Who are the 3 or 4 Main Characters: Ian Malcom John Hammond Alan Grant Ellie Sattler</p>	<p>Fill in each answer box:</p> <ol style="list-style-type: none"> 1. There can only be one (1) character per category. 2. Also, detail a brief physical description including age for each character.
<p>Who is the Hero? (Protagonist) Ian Malcom Alan Grant</p>	
<p>Who is the Nemesis? (Antagonist) Who stands in the protagonist's way of achieving his/her goal?</p>	<p>Luis Dogeson Dennis Nedry</p>

Who is the Reflection Character? The reflection is a category of character type that includes a protagonist's pals, allies, partners, co-workers, teammates, and sidekicks . He or she comments on the protagonist's outer journey and is often along for the same ride.	Robert Maldune
Is there a Romance Character? Someone the Hero has an interest in. The Hero must have an interest in them for them to be a Romance Character. If they have an interest in the Hero that isn't reciprocated, this is NOT a romance character.	no

What is the A-Story? This is the main storyline of the hero which is to win, stop, escape, or retrieve something against a specific nemesis. The goal must be something that can be seen on-screen. It is not an emotional goal or inner motivation in the hero.	<i>To prevent the park from being open to public.</i>
What is the B-Story? This is the second largest storyline. It may or may not include the hero.	<i>Alan does not like children & Dennis smuggling out eggs</i>

Create a Quick Pitch Logline by filling in the seven sentences following the format of the QPL Worksheet:	Fill in each answer box:
<i>(Title) is a (simple genre- comedy, drama, romance, horror, sci-fi, thriller, action adventure) about (name of hero)</i>	Jurassic Park is a SCI-FI Thriller about Ian Malcom
<i>a (Flaw identification- implies sympathy, jeopardy, likeability, humor, power) (with char role)</i>	A Chaos Theory expert
<i>who after (10-15% new opportunity- opportunity for change in char- Inciting Incident)</i>	Who after seeing the dangers
<i>wants (New situation)</i>	Wants to prevent Jurassic Park from opening to public
<i>but when (25% change of plans- A-Story and B-Story- Act Two Turning point)</i>	But when a tropical storm nears they have to head back

has to win/stop/escape/retrieve (<i>Outer motivation, a visible goal that has a clear endpoint. Will they or won't they what?</i>)	To escape the dangers of the storm and the creatures on the island
which seems impossible because (<i>Outer conflict/ the Nemesis with flaw identification. This has to be a single person who personifies the Hero's External Conflict. Not a group or feeling or force of nature.</i>) THIS LINE IS ALL ABOUT THE ANTAGONIST.	But Dennis Nedry holds up the evacuation to smuggle out eggs from the island

<p>Structure: % of Story</p>	<p>Fill in each answer box as follows:</p> <ol style="list-style-type: none"> For each of the “six stages” write a brief summary of each of the key story beats and list the page range of them. This breakdown should be a mini-summary of the script broken down into all the major key story beats/ major plot points/ plot sequences. It does not need to be an exact scene-by-scene breakdown. For each of the “five major turning points” detail the exact scene and exact page of that scene, along with an explanation as to why you have selected that scene from the standpoint of the external story goal. LIST ONLY ONE SCENE. <p>For example if we were analyzing turning point #1/ the inciting turning in Die Hard, the answer would be:</p> <p>John McClane hears gunfire and escapes to the stairwell as Gruber takes over the Christmas Party. Page 22. This changes everything for John. Now he must figure out what is going to happen next and what to do about the Terrorist. He is no longer in LA to reconcile his marriage with his wife- his internal motivation. He is now caught up in an external situation- stopping terrorist and saving his wife- his external conflict. This change in the plot of the story takes the hero from his ordinary world into a new situation.</p>
<p>Stage I: 1-10/15% <i>Ordinary World</i></p>	<p>Alan and Ellie are at a dig site</p>
<p>Turning Point #1: 10/15% <i>Inciting Incident</i></p>	<p>John Hammond invites them to preview the new park</p>

Stage II: 10-25% <i>New Situation</i>	Luis and Dennis have a meeting about smuggling the eggs
Turning Point #2: 25% <i>Change of Plans</i>	Johns grandchildren come along for a tour of the park
Stage III: 25-50% <i>Progress</i>	There was a storm coming that looked dangerous
Turning Point #3: 50% <i>Point of No Return</i>	Dennis Stalls the evacuation and shuts down security to smuggle out eggs
Stage IV: 50-75% <i>Complications and Higher Stakes</i>	This causes everyone to panic to save their own lives, Dennis is killed and they no longer have control
Turning Point #4: 75% <i>Major Setback</i>	Mr Arnold & Mr maldune were killed
Stage V: 75-90% <i>Final Push</i>	Intelligent raptors take over and almost kill Ellie. Ellie turns on electric fences not knowing children & Alan were climbing them. Alan resuscitates Timmy after he was shocked
Turning Point #5: 90-99% <i>Climax</i>	Ellie & Alan rescue the children from the raptors in the kitchen locking themselves in a control room being attacked by raptors
Stage VI: 100% <i>Aftermath</i>	The T Rex Eats all the raptors and they get away flying in a helicopter home while Alan is holding the children

Hero's OMOCIMIC	Fill in each answer box:
Hero's Outer Motivation: <i>(Must be visible on screen. Is a desire for outward accomplishment. Is revealed through action. Answers question, what does character want to do by end? Is related to plot.)</i>	. Ian just wants people to understand that chaos is predictable and is imminent with the park being open to public
Hero's Outer Conflict: <i>(Whatever stands in the way of a character achieving his outer motivation. Will be provided by other characters or characters combined with forces of nature.)</i>	Dennis is hiding the dangers of what he is about to do by smuggling eggs of the island. The tropical storm that causes the most danger in situation The children becoming liability

<p>Hero's Inner Motivation: <i>(Comes from character and is invisible. Is related to their desire for self-worth. Is revealed through dialogue. Answers question, why does character want to do that? Is related to character growth and theme.)</i></p>	<p>He just wants to prove that people and Dinosaurs do not mix, especially in a zoo setting</p>
<p>Hero's Inner Conflict: <i>(Is whatever stands in the way of a character achieving real self-worth as they pursue their inner motivation.)</i></p>	<p>He is intrigued by the beauty of it all at first but it quickly changes when everything starts being chaotic.</p>

<p>Hero's Character Flaw: <i>(What character trait or emotion does the character need to change or let go of so they can be happy and whole again in life?)</i></p>	<p>Pessimistic attitude</p>
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<p>Hero's Character Arc: <i>(This is not plot. How do the character flaw and inner conflict relate to character change as the story unfolds?)</i></p>	<p>.He is often right about his predictions giving him a false sense of superiority which he often uses his wit to describe</p>
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<p>Theme:</p>	
<p>Why do you think this is so? Describe <u>two</u> scenes that you think most accurately represent the theme.</p>	<p>Scene #1: When he sees the park and shares his issues with the park he tells John GENETIC POWER IS THE MOST AWESOME FORCE THE PLANET'S EVER SEEN, BUT YOU WIELD IT LIKE A KID WHO'S FOUND A GUN</p> <p>Scene #2:when T Rex starts attacking the visitors he says BOY DO I HATE BEING RIGHT ALL THE TIME</p>

<p>Reflection: How has this analysis helped your understanding of screenplay structure? What insights into loglines, structure, inner and outer motivations and/or theme do you see now, that you may not have noticed in the past? Please be detailed.</p>	<p>This analysis gave me insight on how I should always keep things in the present tense. It also has shown me a great deal of structure and how to show not tell.</p>
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