



Building The Ark



Structure

- Story Engineering by Larry Brooks
- Save the Cat by Blake Snyder
- Save the Cat! Writes a Novel by Jessica Brody
- The Writer's Journey by Christopher Vogler
- Writing the Breakout Novel by Donald Maass
- Discovering Story Magic by Laura Baker
- Plottr



Story Engineering Basics

Four Part Structure

- Part I: Set Up
- Part II: Reaction
- Part III: Attack
- Part IV: Resolution



Four Parts Character Arc

- First Part
 - Setup = Orphan
- Second Part
 - Reaction = Wanderer
- Third Part
 - Attack = Warrior
- Fourth Part
 - Resolution = Martyr/Hero



Story Engineering Basics

8 Milestone Scenes

- -The opening scene or sequence of your story
- -A hooking moment in first 20 pages
- -The First Plot Point (20-25% through the story)
- -The First Pinch Point (at about 3/8ths or precisely the middle of Part 2)
- -A context shifting Midpoint, at precisely 1/2 through the story
- -A Second Pinch Point (at 5/8ths or middle of Part 3)
- -The Second Plot Point, at about 75% through the story
- -The final resolution scene or sequence



Story Engineering

Part I

- » Hook
 - Visceral, sensual, emotionally resonate
 - The earlier the better
 - It can be the inciting incident but doesn't have to be
 - Can ask a question that needs to be answered or establish an itch that needs to be scratched
- » Introduce the Hero
 - Get a sense of inner demons
 - See everyday life before story begins
- » Establish stakes
- » Foreshadowing
- » Preparing for the launch of the story
 - Show small changes leading to the big change



Story Engineering

First Plot Point

- Could be most important point in the book
- This is where the story starts. Everything changes for the protagonist and sets them on a new path. The quest is established.
- Dependent on two things
 - Location (20-25%) and plot shift
- Can be big or subtle
- Can be a sequence of scenes
- Defines the main conflict



Story Engineering

Part II

- New Goals
 - Reaction
 - Running, hiding, analyzing, planning, recruiting
 - Hero can't save the day yet
 - Retreat and regroup
 - Failed attempt
- Midway through the second part, at about 3/8ths through the book, you have your first Pinch Point.
- Midpoint Reversal



Story Engineering

Part III

All out attack.

- This is where our hero fights her inner demons.
- The hero changes again and becomes courageous or creative. He gets new information and awareness.
- This leads to the Second Pinch Point, where we again see the antagonistic force, which has also gained in courage and cleverness and become more challenging.
- This leads to increasing tension.
- All leading to the Second Plot Point, where again, everything changes.
- The Second Plot point is the last chance to add new information. After this point, the reader must be introduced to all the information and all the characters. This is where the final chase scene begins.



Story Engineering

Part IV

- **Resolution**

- Race to the finish
- No new information
- Hero must be catalyst
- Hero emerges as new person



Where The Wild Things Are

Maurice Sendak

- The night wore his wolf suit and made mischief of one kind and another
- his mother called him “WILD THING!”
- and Max said “I’LL EAT YOU UP!” so he was sent to bed without eating anything.
- That very night in Max’s room a forest grew and grew
- and grew until his ceiling hung with vines and the walls became the world all around
- and an ocean tumbled by with a private boat for Max and he sailed off through night and day



- and in and out of weeks
- and almost over a year
- to where the wild things are.
- And when he came to the place where the wild things are they roared their terrible roars and gnashed their terrible teeth and rolled their terrible eyes and showed their terrible claws
- till Max said “BE STILL!”
- and tamed with the magic trick of staring into all their yellow eyes without blinking once
- and they were frightened and called him the most wild thing of all
- and made him king of all wild things.



- “And now,” cried Max, “let the wild rumpus start!”
- “Now stop!” Max said and sent the wild things off to bed without their supper.
- And Max the king of all wild things was lonely and wanted to be where someone loved him best of all.



- Then all around from far away across the world he smelled good things to eat
- so he gave up being king of where the wild things are.
- But the wild things cried, “Oh please don’t go
- we’ll eat you up-we love you so!”
- And Max said, “No!”



- The wild things roared their terrible roars and gnashed their terrible teeth
- and rolled their terrible eyes and showed their terrible claws
- but Max stepped into his private boat and waved good-bye
- and sailed back over a year
- and in and out of weeks
- and through a day
- and into the night of his very own room where he found his supper waiting for him
- and it was still hot