

THREE-ACT STRUCTURE

Beginning, middle and end, with the five turning points that hold a story up.

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TITLE		WRITER
MAIN CHARACTER	WHAT THEY WANT	PAGES / RUNTIME

STORY TIMELINE

rough guide: in a 110-page script, 10% is about page 11

ACT ONE | Setup

ACT TWO | Confrontation

ACT THREE | Resolution

●
Inciting incident
about 10%

●
Plot point 1
about 25%

●
Midpoint
about 50%

●
Plot point 2
about 75%

●
Climax
about 90%

ACT ONE: SETUP

SETUP the hero, their world and what's missing

INCITING INCIDENT the event that starts the story

PLOT POINT 1 the hero commits. No going back.

THREE-ACT STRUCTURE

Act two is the longest. Keep raising the stakes.

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ACT TWO: CONFRONTATION

RISING ACTION obstacles, allies and enemies

MIDPOINT a big reveal or reversal

PLOT POINT 2 the lowest point, or a push into the final battle

ACT THREE: RESOLUTION

CLIMAX the final confrontation

RESOLUTION the new normal