ARCHPLOT STRUCTURE

(AKA: Classic plot, the hero's journey, goal-oriented plot, Aristotelian story shape, energeia plot, and Hollywood screenwriting structure)

Archplot is a goal-oriented plot where, "for better or worse, an event throws a character's life out of balance, arousing in him the conscious and/or unconscious desire for that which he feels will restore balance, launching him on a Quest for his Object of Desire against forces of antagonism (inner, personal, extrapersonal). He may or may not achieve it" (McKee, 196). **Film Examples:** *Toy Story, The Godfather, Back to the Future, Star Wars,* Etc. (Most American Hollywood films use arch plot). **Book Examples:** *Harry Potter* (Rowling), *Hunger Games* (Collins), *Speak* (Anderson), *Pride & Prejudice* (Austen), *Hamlet* (Shakespeare), *The Odyssey* (Homer), etc.

"I took a master class with Billy Wilder once and he said that in the first act of a story you put your character up in a tree and the second act you set the tree on fire and then in the third you get him down." - Gary Kurtz (Film Producer)

Inmost Cave
Also Known As:
- *Energetic Marker 3: Crisis*
- *Dark Night of the Soul*
- *Abyss and Revelation*
- *Plot Point Two*
- *Act Two Climax*
- *The Major Assault*
- *Death of the Ego*
- *Death Experience*
- *Rock Bottom*
- *The Ordeal*
- *The Crisis*
- *Big Change*
- *Epiphany*

Seizing the Sword
Also known as:
- *Energetic Marker 4: Climax*
- *The Climax*
- *Seizing the Prize*
- *Transformation*
- *Finale*
- *Break Into Three*
- *The Final Incident*

Crossing the First Threshold
Also known as:
- *Energetic Marker 1: End of the Beginning*
- *The Point of No Return*
- *Committing to the Goal*
- *Act One Climax*
- *Plot Point One*
- *Break into Two*
- *Turning Point One*
- *The Threshold*
- *Awakening*

Tests, Allies, and Enemies
Also known as:
- *The Fun and Games*
- *Resistance and Struggle*
- *Rising Action and Obstacles*
- *Belly of the Whale*
- *Push to Breaking Point*
- *The Special World*
- *Road of Trials*

Final Push
Also known as:
- *The Descent*
- *The Sprint*

Return with the Elixir
Also known as:
- *Transformation and Return*
- *Rapidly Falling Action*
- *The Road Back*
- *Denouement*
- *New Life*
- *Resolution*
- *Aftermath*
- *A New Status Quo*

Refusal of the Call
Also known as:
- *Threshold Guardians*
- *Defining Moment*
- *Separation*
- *Reluctance*
- *New Situation*
- *The Debate*
- *Meeting Mentor*

Approaching Inmost Cave
Also known as:
- *Challenges and Temptations*
- *Grace and Fall*
- *Resistance and Struggle*
- *Complications and Higher Stakes*
- *The Bad Guys Close In*
- *Intensification*
- *Preparation*
- *Rising Action*
- *Obstacles*

Call to Adventure
Also known as:
- *Inciting Incident*
- *The Call to Action*
- *The Catalyst*

Mid-Point
Also known as:
- *Energetic Marker 2: Halfway Point*
- *Mid-Act Climax*
- *Moment of Grace or the Mind-Fuck Moment*
- *Moment of Enlightenment*
- *Commitment to the Journey*
- *Progress*

Ordinary World
Also known as:
- *The Known*
- *The Set-Up*
- *The Status Quo*
- *Limited Awareness*

1 10 20 30 40 50 60 70 80 90 100 110 120

An average Hollywood film is 120 minutes long. Using screenplay format, one page = one minute of screen time.

ACT ONE: BEGINNING
Set-Up / Incitement / Ordinary World

ACT TWO: MIDDLE
Confrontation / Set Back / Special World

ACT THREE: END
Resolution / Climax / Ordinary World