

Storytelling for Screen and Page 101 - Basics and Beyond

Tell stories that move hearts change minds, and make money

“The Christian is the one whose imagination should fly beyond the stars.” Francis Schaeffer

Good storytelling is rhetoric. A good story, like rhetoric, informs, persuades, or motivates. This is a class on how to tell rhetorically effective stories. How to connect with, convince, convict, move, unsettle and resettle an audience. How to serve those gathered around your story with truth, beauty, and goodness.

In this class we you will learn the ins and outs of writing convincing stories, with an emphasis on screenwriting. It's important to be able to tell fundamentally Christian stories in a world that has turned its back on everything that makes stories great. Since the world has been in a story telling contest since the Dragon's first "Hath God said..." our survival as a people depends on our storytellers being able to compete on an uneven playing field.

In this class, you will learn the fundamentals of storytelling, the fundamentals of screenwriting, and the way these all apply to making movies. Come prepared to enjoy and think deeper about movies than you ever thought possible.

I. Theology of Creativity -

- A. "Trinity"
 - 1. image word music existing in time
 - 2. communicate and connect
- B. Sneaking Past the Watchful Dragons - Horatian Principles still work. A good story hides truth in plain site and a bad story sneaks lies past our defenses.
- C. Real Artists Don't Starve
 - 1. *Understanding Value Prop*
 - 2. *Understanding Value Exchange*

II. The evaluative process. Truth, Beauty, and Goodness in motion.

- A. Evaluating film vs. a snapshot
- B. It's not enough to criticize. Being a critic is easy. Fixing it is hard.
- C. Outlining
 - 1. Editing in advance
 - 2. Asking the right questions
- D. Real Artists Don't Starve
 - 1. *Understanding Distribution*
 - 2. *Understanding Niche Market*

III. The grammar of story - Break it down to be able to build it up.

- A. Is it a story or just a concept?
 - 1. (How to get from concept to story by understanding sanctification.)
 - 2. Seven Questions that you **have to** answer with your story
- B. Story Question - Don't let your story get distracted
 - 1. Forget Genre!!!
 - 2. Forget Worldbuilding
 - 3. Focus and Simplicity
- C. Real Artist's Don't Starve - Marketing
 - 1. Remember Genre!!!
 - 2. Know Your Genre!!! Love your Genre!!!

IV. Act structure: tool not tyrant.

- A. A Plot is like a skeleton
- B. Commercial breaks and broken stories (When the tail wags the dog)
- C. Real Artists Don't Starve
 - 1. *Understanding AVOD, SVOD, FVOD Monetization*

V. Creating protagonists

- A. Intros [characteristic moment],
- B. desires,
- C. controlling lie
- D. Character arcs
- E. Real Artists Don't Starve
 - 1. *Pitching - Part 1*

VI. Creating antagonists

- A. The protagonist of their story
- B. Villain arcs Ps. 7:15-16
- C. Real Artists Don't Starve
 - 1. *Pitching - Part 2*

VII. Writing Drafts

- A. Can you tell the story?
 - 1. Getting the story in you
 - a) My system
 - b) Your system
- B. Can you write the story.
 - 1. The First Draft
 - 2. The Second Draft
- C. Real Artists Don't Starve
 - 1. *Understanding Asset Libraries*
 - 2. *Monetizing Asset Libraries*

VIII. Habits of a writer

- A. Attending to your Habits
- B. Attending to your Systems
- C. Attending to your Irrigation

Classes will be at 5pm pst in May.

May 7th

May 9th

May 14th

May 16th

May 21st

May 23rd

May 28th

May 30th

All classes will be recorded.