

## Summary of structure-models

- Snyder: structure from Gary Snyder's book *Save The Cat!*
- Croasmun: structure specified in Hal Croasmun's 'ScriptForSale' *ProSeries* course
- Vogler: Joseph Campbell's 'Hero's Journey' structure, as expanded in Christopher Vogler's book *The Writer's Journey*
- Siegel: Dave Siegel's 'Nine Act Structure', from his <http://www.dsiegel.com> website

Time-point	Snyder ( <i>Save The Cat</i> )	Hal Croasmun ( <i>ProSeries</i> )	Vogler ( <i>Hero's Journey</i> )	Siegel ( <i>Nine-Act</i> )	
(implied)				('Act 0') " <b>someone toils long into the night</b> " - years of backstory, usually by antagonist	
<b>Act 1</b>					
0%-5%	establish <b>theme</b> by 5% point	the <b>opening</b>	establish the <b>ordinary world</b>	('Act 1') strong <b>opening image</b>	
5%-10%		the <b>inciting incident</b> at c.5%	the <b>call to adventure</b> at c.8%	('Act 2') " <b>something (bad) happens</b> " at c.8%	
10%-15%	The <b>catalyst</b> occurs at c.10%;	the basic setup must be complete by <b>page 10</b> , i.e. c.10%	the 'hero' will initially <b>refuse the call</b> to adventure by c.12%	('Act 3') we <b>meet the hero</b> at c.10%...	
15%-20%	the <b>debate</b> begins at c.12% and runs to c.24%		we <b>meet the mentor</b> at c.15%, to help overcome the refusal	...and <b>meet the opposition</b> by c.15% (though these can be the other way round)	
20%-25%	a <b>trigger-incident</b> causes the <b>transition to Act 2</b> at c.25%	a <b>point-of-no-return change</b> causes the <b>transition to Act 2</b> at c.25%	the hero will <b>cross the first threshold to transition</b> at c.25%	('Act 4') an irreversible <b>commitment</b> occurs at c.25%	
<b>Act 2 (Act 2A for Snyder structure)</b>					
25%-30%	introduce the <b>B-story</b> at the start of Act 2A	(no description of what happens here)	various <b>tests, allies and enemies</b> are met during most of the first half of Act 2	('Act 5') the hero will <b>go for the wrong goal</b> through most of Act 2 (though there's a change of emphasis at the midpoint transition)	
30%-35%	the <b>'fun and games'</b> section lasts the whole of Act 2A, to c.49%				
35%-40%					
40%-45%					
45%-50%	the 'fun and games' come to an abrupt end at the <b>midpoint</b>	some change in direction occurs to cause a midpoint <b>transition</b> at c.50%	an <b>approach to the inmost cave</b> occurs at c.45%, leading the hero to <b>cross the second threshold</b> at c.50%		
<b>Midpoint (Act 2B for Snyder structure, 3A-equivalent for two-goal structure)</b>					
50%-55%	the <b>bad guys close in</b> steadily till around the two-thirds point (c.67%)...	(no description of what happens here)	the hero must <b>endure the ordeal</b> that begins at the midpoint, and will <b>take the reward</b> at c.55%	the hero and allies continue to <b>go for the wrong goal</b> until c.70%...	
55%-60%			the hero meets <b>pursuit on the road</b> homeward, with increasing intensity...		
60%-65%			...leading to what seems to be <b>failure</b> at c.70%...		
65%-70%	...until <b>all is lost</b> (or seems to be) at c.70%				
70%-75%	the <b>dark night of the soul</b> occurs, leading to a <b>transition</b> to a new direction for Act 3	some change in direction occurs to cause the <b>transition</b> to Act 3 at c.75%	and often a subsequent ' <b>little death</b> ', but in any case the hero will <b>cross the third threshold</b> at c.75%	('Act 6') ...until a <b>reversal</b> at c.70% makes it clear that it's the wrong goal (or a lesser goal), and ('Act 7') <b>go for the new goal</b> starting at c.75%	
<b>Act 3 (3B-equivalent for two-goal structure)</b>					
75%-80%	increasing intensity develops towards the <b>finale</b> at c.95%...		after the transition there's <b>renewed pursuit</b> ...	hero and allies <b>push towards the new goal</b> until c.85%...	
80%-85%		a <b>crisis</b> occurs c.82%...	...and although a 'grand battle' will <b>resolve level #2 opposition</b> at c.82%...		
85%-90%			...it's clear that the real problem is <b>still not resolved</b> ...	...when they meet a <b>setback</b> ("it doesn't go as planned"), requiring yet another review...	
90%-95%		...leading to the <b>climax</b> at c.95%...	...until a <b>final challenge</b> at c.90%...	...and what seems to be a <b>death and resurrection</b> at c.95%...	...whilst <b>final resolution</b> (start of 'Act 8') occurs at c.94%...
95%-100%		...leading to a powerful <b>final image</b>	...and the final <b>resolution</b>	...and the <b>return with the elixir</b> to the ordinary world (or stay in the 'special world' but send the elixir back via a representative)	...after which we need to <b>wrap it up</b> (completing 'Act 8') as soon as possible (whilst also doing any setups required for the sequels!)