

<b>FROM FADE IN TO FINISH IN SIXTEEN STEPS</b>	<b>Date</b>	<b>√</b>
1. Decide theme. What is the story you want/need to tell? What is the moral spine of the story? What high concept will you use to share this message? Test your concept – is it unique, compelling, and strong enough to carry a film? Is it marketable?		
2. Start idea file. Research. Play creative games. Explore. Ask “what if”?		
3. Identify major characters, their wants, needs, and desires. What are the obstacles that keep them from their goals? Who opposes the hero? Who helps the hero? Who is your hero at the start of the film? Who will s/he be at the end of the film? What keeps the hero from giving up?		
4. Create biographies for your characters. Know what dramatic functions they serve. Know their motivations. Know their weaknesses. Which of their traits create problems? Which give them strength? What/who is their support system?		
5. Test question: Can these people carry the story? Do they help drive the story or are they just decorating it? Are they realistic? Is the path you’re writing for them plausible? Is the change they undergo plausible? Are they real to you? They must be real to you or they will not be real to viewers.		
6. Chart story using 3-act structure as a tool to inspire. What needs to happen in each act? Determine major plot points. What events happen to force change? What does the hero need to learn in Act II? How will s/he learn it? How are the hero’s problems (internal and external) resolved? Who has the hero become? What is the evidence of change? How do we know the hero will be okay in the new world?		
7. Fill in major story beats. Insert scenes from idea / research files. Let new ideas flow as your characters and their problems become more real to you.		
8. Create outline or step sheet. Use mythic structure as guide. Remember to set the tone in scene 1. Think carefully about the final scene. What is the lasting impression you wish to leave with the viewer?		
9. Prepare for writing blitz: stock up on paper, snacks. Watch a few good films.		
10. Write the script. Week 1: 30 pages (6 per day) You should be able to write 6 pages (from your outline) in two hours.		
Week 2: 60 pages (12 per day) Be prepared to alternately love and loathe your work. Keep writing no matter what. Don’t be distracted by new ideas. Put them in your idea file and keep going.		
Week 3: 30 pages (6 per day)		
11. Register and copyright your screenplay. See resource list for websites.		
12. Turn first draft over to critique group.		
13. Rest.		
14. Read the script. Collect input from critique group. You don’t need to accept every idea, but do listen without being defensive. Don’t argue, just listen and make notes. You can decide what changes to make.		
15. Rewrite and copy edit. Even if you write a great first draft, rewriting is essential. And you’ll rewrite more once it sells.		
16. Prepare emotionally and spiritually for the challenge of marketing the script.		
▪ Prepare pitching worksheet.		
▪ Call agent, pitch, and mail script.		
▪ Start idea file for new script.		

## RESOURCES FOR WRITERS

### BOOKS

Screenplay by Syd Field	<a href="http://www.bantamdell.com">www.bantamdell.com</a>	Learn 3-act structure. A Hollywood classic.
The Writers Journey By Christopher Vogler	<a href="http://www.mwp.com">www.mwp.com</a>	Learn mythic structure. Based on works of Joseph Campbell.
Selling Your Story in 60 Seconds by Michael Hauge	<a href="http://www.mwp.com">www.mwp.com</a>	Learn how to pitch your story.
Story by Robert McKee	<a href="http://www.amazon.com">www.amazon.com</a>	A Hollywood classic.

### TRADE PUBLICATIONS

Fade In Magazine	<a href="http://www.fadeinmag.com">www.fadeinmag.com</a>	Trade magazine for screenwriters of all levels.
Written By	<a href="http://www.wga.org">www.wga.org</a>	Magazine of the WGA West for professional screenwriters.
The Hollywood Reporter	<a href="http://www.hollywoodreporter.com">www.hollywoodreporter.com</a>	Industry trade magazine. Lists all production.
Filmmaker Magazine	<a href="http://www.filmmakermagazine.com">www.filmmakermagazine.com</a>	Trade magazine for filmmakers.
Writers Market	<a href="http://www.writersmarket.com">www.writersmarket.com</a>	List of markets, contests for all writers.

### SCREENPLAYS TO PURCHASE

Script City	<a href="http://www.scriptcity.net">www.scriptcity.net</a>	Purchase produced scripts.
Writers Store	<a href="http://www.writersstore.com">www.writersstore.com</a>	Purchase scripts and more.

### SCREENPLAYS ONLINE

Daily Script	<a href="http://www.dailyscript.com">www.dailyscript.com</a>	Download produced scripts.
Simple Scripts	<a href="http://www.simplyscripts.com">www.simplyscripts.com</a>	Download produced scripts

### SCREENWRITING CONTESTS

Nicholl Fellowships	<a href="http://www.oscars.org">www.oscars.org</a>	Most respected. Sponsored by AMPAS.
Austin Heart of Film	<a href="http://www.austinfilmfestival.com">www.austinfilmfestival.com</a>	
Fade In Screenwriting Awards	<a href="http://www.fadeinmagazine.org">www.fadeinmagazine.org</a>	

### INFO ONLINE

Done Deal	<a href="http://www.scriptsales.com">www.scriptsales.com</a>	Lists current and past script sales and other industry info.
IMDBpro.com	<a href="http://www.imdbpro.com">www.imdbpro.com</a>	Lists prodcos and contact info as well as detailed movie info.
WhoRepresents	<a href="http://www.whorepresents.com">www.whorepresents.com</a>	Phone book for agented actors, writers, directors, etc.
Hollywood Creative Directory	<a href="http://www.hcdonline.com">www.hcdonline.com</a>	Industry yellow pages

### SOFTWARE AND SUNDRIES

Final Draft	<a href="http://www.finaldraft.com">www.finaldraft.com</a>	Screenwriting software.
Writers Store	<a href="http://www.writersstore.com">www.writersstore.com</a>	Purchase software and more.

### PROTECT YOUR WORK

Writers Guild	<a href="http://www.wga.org">www.wga.org</a>	Register your work.
U.S. Copyright Office	<a href="http://www.copyright.gov">www.copyright.gov</a>	Copyright your work.