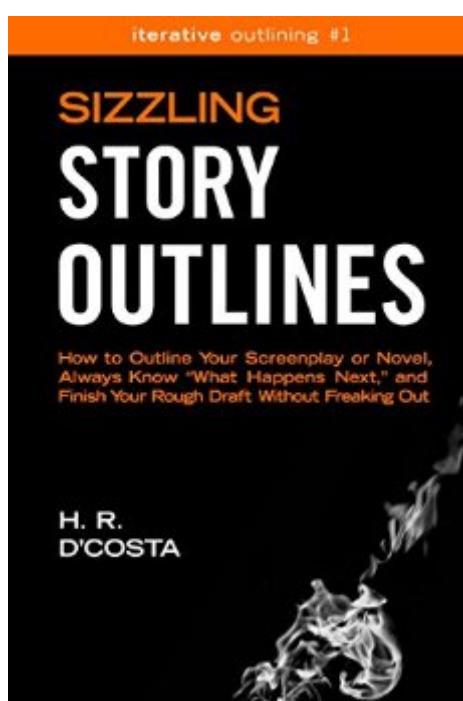


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# **Sizzling Story Outlines: How To Outline Your Screenplay Or Novel, Always Know "What Happens Next," And Finish Your Rough Draft Without Freaking Out (Iterative Outlining Book 1)**



## Synopsis

Go from Idea to Outline "And Finish Your Draft Without Freaking Out

When writing's going well, it can be immensely satisfying, not to mention lucrative. But, all too often, this isn't the case. In the beginning, sure. Enthralled by your story idea, you write tons of material. Your word count grows in leaps and bounds. But the deeper you get into your screenplay or novel, the more difficult writing it becomes. The words no longer flow freely; they trickle out. Panicked, you stare at your computer screen, wondering, What happens next? You have no idea. You've run out of steam. You're stuck. You end up with a half-finished draft. Thousands of words that go nowhere. After a few cycles of this, you may question whether you're even cut out for this writing gig, after all. Don't lose faith! The problem isn't with you. It's with your method. Here's one solution: outline your screenplay or novel before writing it. With such an outline in hand, you won't get stranded. You'll know where your story is headed; you won't have to decide where to take it. You can navigate blank pages without panicking. With this writing skills guide, you'll learn how to quickly produce such an outline. A 3-part process, it looks like this:

**Make Sure Your Story Idea Isn't a Time-Sink**

When you get a seemingly great story idea, you probably like to "run with it." Here's the thing: not all ideas are worth the time it takes to outline them, let alone write a first draft based on them. No matter whether you're a "plotter" or a "pantser," you should develop your story idea first, so it has the 6 components all compelling stories share. This way, you can maximize its potential, making sure it has enough substance to sustain a full-length film or novel "and enough appeal to attract an audience to read (or watch) it.

**Build Your Story Structure**

Even a great idea can collapse if it doesn't have solid structure to support it. Basically, when well executed, story structure ensures your screenplay or novel becomes progressively more interesting as it goes along. In addition, because you've figured out structural signposts in advance, you won't be traversing "in the dark," for very long. You'll always have a bearing to head toward, a destination just around the corner. Hence, you're unlikely to become so discouraged that you abandon your project altogether. But if you want to boost your confidence and enhance your efficiency, then you'll want to "Outline Your Story with a Method Backed by Scientific Research (Sort Of)

Here, you'll learn about a radical new outlining method that will help you plot out your entire story in as little as 2 hours. It incorporates a simple technique Stanford researchers have concluded can make you 60% more creative (on average).

**A Sampling of What You Will Accomplish with This Step-By-Step Writing Guide**

your protagonist's goal will have the attributes necessary to prevent audience attention from drifting away; you'll make your story idea more ironic, and hence, more commercial; using a simple template, you'll produce a

one-sentence summary of your story (which will help you write and market it)youâ™ll figure out your first-act break and inciting incident in 10 minutes (probably less)youâ™ll crack the middle of your story (including the midpoint and the end of Act Two), so that writing it will be less of a stress-festyouâ™ll take measures to prevent your screenplay or novel from wimping out during the climaxyou will have a list of all the plot points in your story, ultimately enabling you to write a better story, faster (no fancy software required)Buy this writing guide today, learn how to outline your story effectively, and say good-bye to panic!

## Book Information

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## Customer Reviews

I think I have at least a dozen books on my Writing shelf exclusively on story structure, including such gems as the books by K.M. Weiland, Larry Brooks and James Scott Bell. Between the three of them, they tell you just about everything a writer needs to know about story structure. There's only one thing they don't tell you: how to actually plan a story around it. Knowing what should go into a well-plotted novel is one thing, but using this knowledge to **\*\*shape your own story\*\*** into publishable material is a totally different skill. And this is exactly what H.R. D'Costa teaches you to do.The book targets novelists and script writers alike. If ever you felt stuck with writing a logline, this book walks

you through the process, making it a breeze. If ever you asked yourself where exactly your Act 1 break should go - your answer is in this book (and it's not where you thought it should be!). It's packed with small but immensely important discoveries like these - and D'Costa doesn't just tell you what they are and how to use them, but actually guides you through the process of applying them to your story! Another important thing, this book really motivates you to dig into your story deeper and deeper. As of writing this review, I've only read it once - all the while applying its principles to my current WIP which resulted in turning its admittedly messy "plot" into a convincing and coherent story. Still, I'm under the impression that I haven't even scratched the surface yet. This book is a true mine of hands-on information on exactly how to plot out a story. An incredibly valuable resource, I just can't recommend it enough.

I've read other books on the craft of writing by this author and been very satisfied. With this book however, at first I didn't think I'd be able to recommend it. By the time I got to the middle, my opinion changed. There is some new material here, but the most valuable point is that old material is explained in a fresh light and much more clearly. Very worthwhile.

This book had some good information on how to build an outline in the first two parts, but the last part of the book wandered off into how to take walks and sleep better to improve your writing. Unfortunately, while interesting, I would have rather had more direct instruction on outline building. I can strongly recommend two of the authors other books, Story Climax and Trough of Hell. They are both excellent writing guides with detailed how to information.

This is the best story outlining/structuring book I've ever read! D'Costa makes story outlining extremely simple as he clarifies story structure concepts and points out connections between structural elements. The hands-on approach of this book (action steps) enabled me to plot my next book as I read this one, and I felt as if I were taking an actual class in story development. I plan on reading every one of D'Costa's writing guides.

There are many books on outlining, but this is one of the better ones. There are clear explanations of what to do, how it can help you, and why it matters. The explanations of why are very useful in being able to understand how to properly use (or adapt for use) the methods in this book. Outlining seems a simple idea on the surface, but executing it well is very difficult, at least for me. Even though I've read many other outlining guides, this was still worth the price of

admission. Unfortunately, you won't get the full value out of this book unless you buy the other books in the series from the same author, particularly "Solid Story Compass". At times, the way the author puffs up his other books (or his website) can be a bit intrusive, and he does tend to waste space telling you how awesome what he's about to tell you is - really, I could have done without that. It would be better if he let people decide for themselves instead of putting on the hard-sell. If you were to buy only one book from the series, buy "Solid Story Compass", and not this one. There are many other good books on outlining, but the story compass book offers an unconventional perspective, and is useful no matter how you write, and no matter how long or short your story. In my opinion, the author has material for one really good book; it would have been great as a whole. But instead it's split into three for marketing and commercial purposes. This isn't a terrible thing, it's a sensible compromise, but from the reader's perspective it's not the ideal. On the plus side, it means you can buy one and try. On the downside, it leads to information being split up in a way that isn't always natural or convenient.

Best book on story structure and outlining that I've read. As good as some other books were, none translated into DOING as well as this one did. It's one thing to know all the parts of a story but where do you start? Which part do you build first? Which one next? This book gave me a sequence that works for me. Since reading this book (about a month ago) my ability to put stories together has really improved. In fact, plotting out a story now is fun whereas before it was mostly just frustrating. Highly recommended!

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