

# Story Structure

Paragrafo	Setting	Event
1	2	3
Complicazioni	Soluzioni	Message
4	5	6

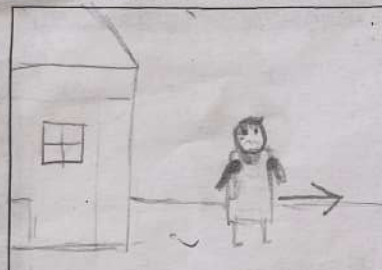
Handwritten story structure worksheets for various scenarios, each following a 6-panel format:

- Scenario 1: "Il mio cane"**
  - Panel 1: A dog is barking.
  - Panel 2: A person is looking at the dog.
  - Panel 3: The dog is running.
  - Panel 4: The dog is barking again.
  - Panel 5: A person is talking to the dog.
  - Panel 6: The dog is barking.
- Scenario 2: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 3: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 4: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 5: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 6: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 7: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 8: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 9: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.
- Scenario 10: "Il mio amico"**
  - Panel 1: A person is talking to a friend.
  - Panel 2: The friend is talking back.
  - Panel 3: The person is talking to the friend.
  - Panel 4: The friend is talking back.
  - Panel 5: The person is talking to the friend.
  - Panel 6: The friend is talking back.

TITOLO l'acquisto

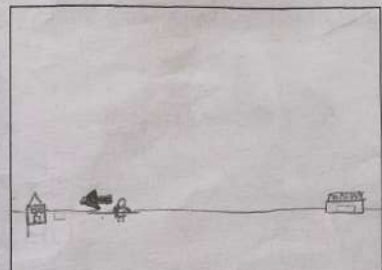
- Fabrizio Vetter

SITUAZIONE INIZIALE - EXPOSITION



Campo medio, cartellata,  
passi + affanno

CONFLITTO



Campo medio + zoom out /  
Campo lungo passi + affanno

INTENSIFICARSI EVENTI - RISING ACTION



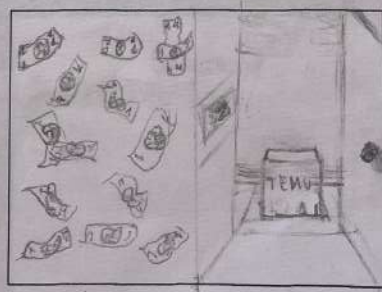
Soggettiva, click del mouse  
e ventole etc

CLIMAX



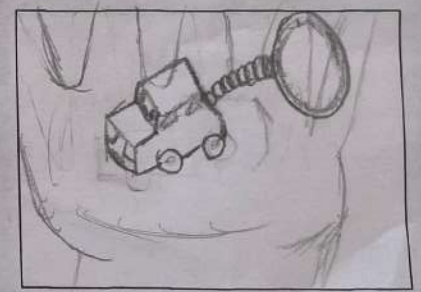
Campo medio + zoom out  
campo lungo, rumore  
taglio erba - Musica: l'm still  
standing

CONSEGUENZE - FALLING ACTION



Dettaglio Soggettiva  
Musica: l'm still Gianpietro ummin...  
standing l'ampollo, apertura  
porta

RISOLUZIONE

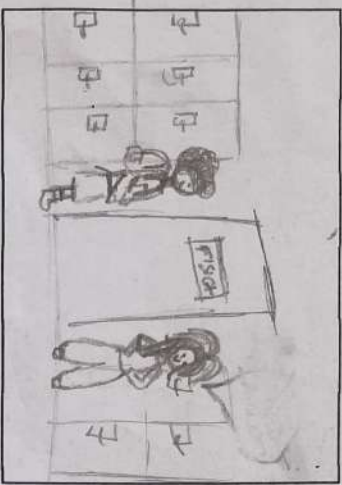


Dettaglio / soggettiva  
Suono effetto: Pua pua pua pua



TITOLO ENEMIES TO FRIENDS

SITUAZIONE INIZIALE - EXPOSITION



Campo Tot

prof che parla + camparella ragazzi che giocano

CONFLITTO



Campo medio

CONSEGUENZE - FALLING ACTION



dett. mano che prova ad agg.

INTENSIFICARSI EVENTI - RISING ACTION



mezza figura

prof silenzio

RISOLUZIONE



Campo Tot  
ragazzi che parlano

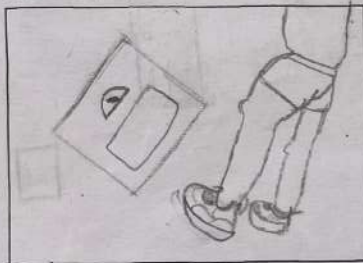
Piano americano  
ragazzi che urlano

carriata sinistra - > destra  
macchine che passano

TITOLO Motivational Guide

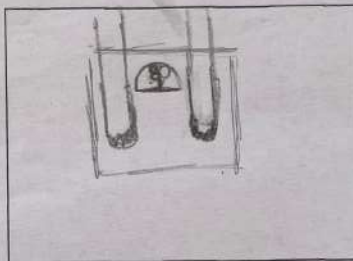
(tutto silenzio)

SITUAZIONE INIZIALE - EXPOSITION



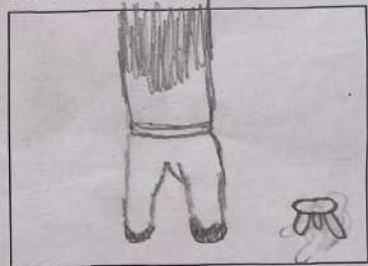
~~steady cam - zoom in~~  
(dett.)

CONFLITTO



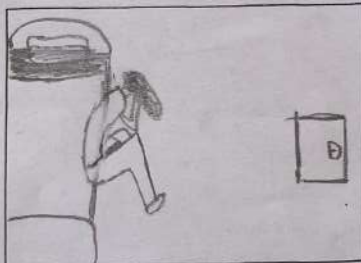
~~zoom-in sulla~~  
~~bianca (dett.)~~

INTENSIFICARSI EVENTI - RISING ACTION



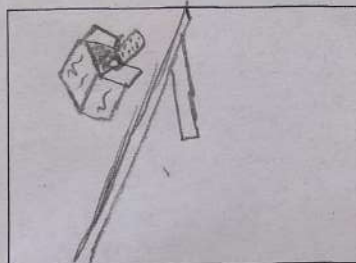
~~zoom out~~ sulla ragazza  
che si appende ad una corda  
(transizione)

CLIMAX



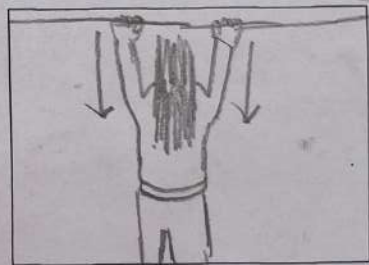
~~figura intera della~~  
~~ragazza triste~~

CONSEGUENZE - FALLING ACTION



~~la ragazza prende~~  
~~anti-depressivi (dett.)~~

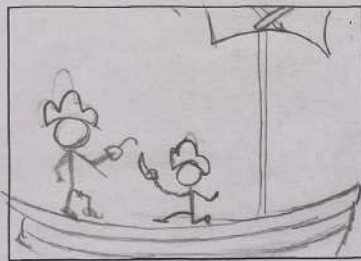
RISOLUZIONE



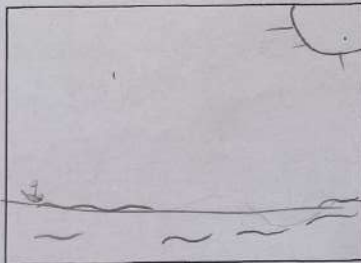
~~zoom out~~ sulle trazioni  
della ragazza

# TITOLO IL MOSTRO MARINO

## SITUAZIONE INIZIALE - EXPOSITION

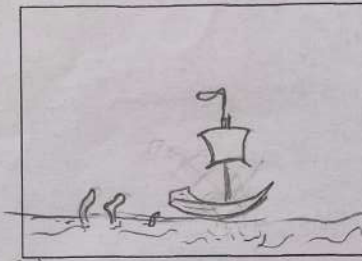


CAMPO MEDIO DOVE UN PIRATA ESCE  
FIGLIO SI ALLENANO SULLA NAVE  
NOVE SI SENTONO LE ONDE DEL MARE  
 CLIMAX

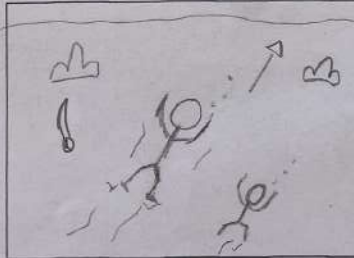


(C) LA NAVE È AFFONDATA  
SI SENTONO LE ONDE DEL MARE  
E IL SUONO DI UNA CANTANDA  
DI UN'ALTRA NAVE

## CONFLITTO

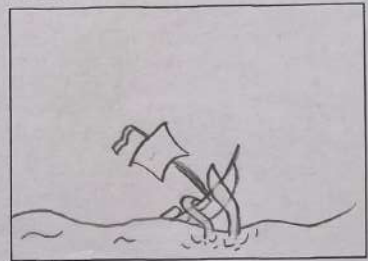


(C) IL MOSTRO SI AVVICINA ALLA NAVE  
E SI SENTO DEGLI SHIANAZZI DA PARTE  
DELL'EGUI PAGOIO  
 CONSEGUENZE - FALLING ACTION



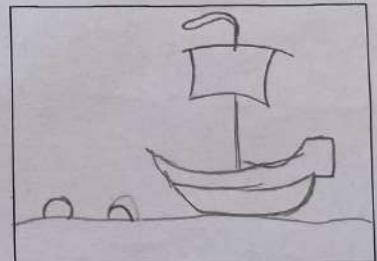
(PANORAMICA DAL BASSO VERSO  
C'ALTO) I 2 PIRATI PROVANO  
A RIEMERGERE DALL'ACQUA

## INTENSIFICARSI EVENTI - RISING ACTION



(C) IL MOSTRO ATTACCA LA  
NAVE, MUSICA DI TENCIAE

## RISOLUZIONE

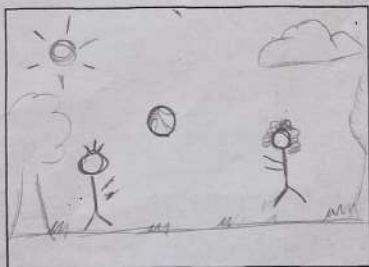


(C) PER FORTUNA SONO  
ARRIVATI I SOCCORSI, MUSICA ALLEGRA



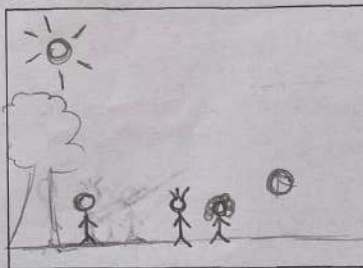
TITOLO il salvataggio

SITUAZIONE INIZIALE - EXPOSITION



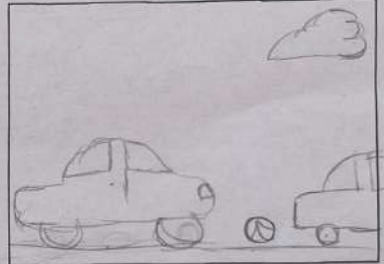
2 giocano con la palla  
(campo medio)

CONFLITTO



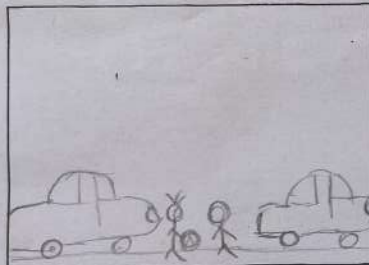
la palla cade (il guarda  
l'accaduto) (campo medio)

INTENSIFICARSI EVENTI - RISING ACTION



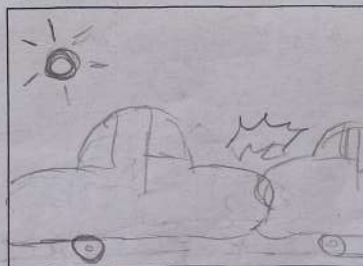
finisce in strada  
(rumore del traffico)

CLIMAX



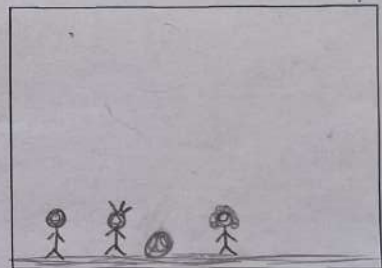
1 dei 2 insegue la palla  
rischia di essere investito  
e interviene il 3°  
(momento di silenzio)  
(campo medio)

CONSEGUENZE - FALLING ACTION



due macchine si scontrano  
(primo piano) (rumore del  
incidente)

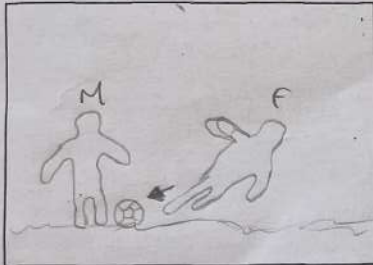
RISOLUZIONE



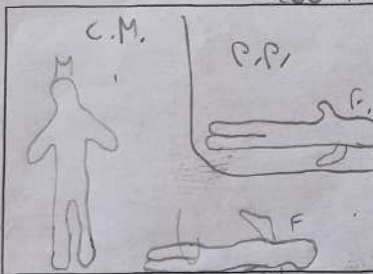
sono tutti vivi

TITOLO Partitella di divertimento: a forse no

scena di due pietre  
SITUAZIONE INIZIALE - EXPOSITION



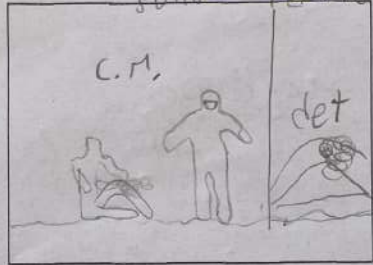
intervento su  
Marco  
campo medio  
CLIMAX



Federica cade  
a terra  
campo medio  
musica drammatica

scena: musica chet-salt; la ceda  
campo medio con i

CONFLITTO <sup>poi</sup> <sup>zoom in</sup>  
sulla <sup>federa</sup>

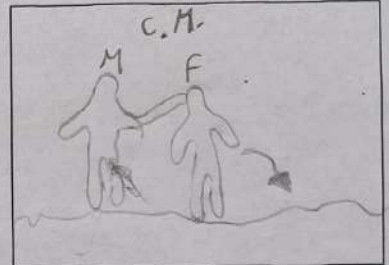


Marco cade e  
ferito e sanguinante  
federa  
CONSEGUENZE - FALLING ACTION

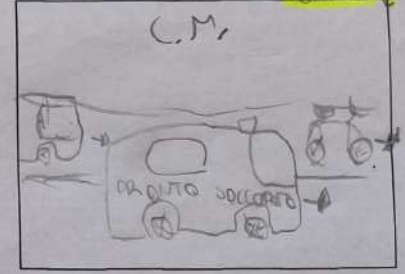


arriva l'ambulanza  
campo medio  
scena: le sirene

musica rock  
INTENSIFICARSI EVENTI - RISING ACTION



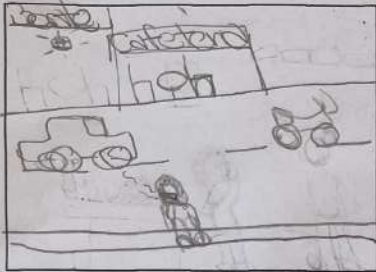
Marco tira in  
pronto i feriti  
campo medio  
RISOLUZIONE



L'ambulanza parte  
via con feriti  
scena: le sirene  
campo medio

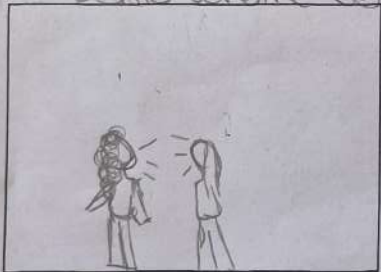
TITOLO Anno notte

SITUAZIONE INIZIALE - EXPOSITION



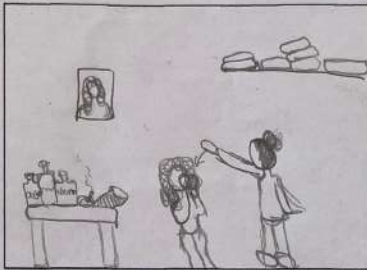
Valentina mentre cammina  
alla ricerca di una casa  
funziona. Da una radio si  
come Carolina Co.

CLIMAX



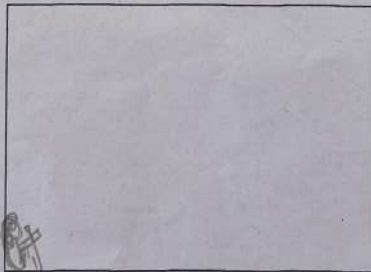
Litigio con la migliore  
amica

CONFLITTO



La madre inizia a tirare dei  
schiaffi alla figlia. Non si sente  
niente.

CONSEGUENZE - FALLING ACTION



Si droga

INTENSIFICARSI EVENTI - RISING ACTION



Valentina piange sul  
letto e rotolando pasticcini

RISOLUZIONE



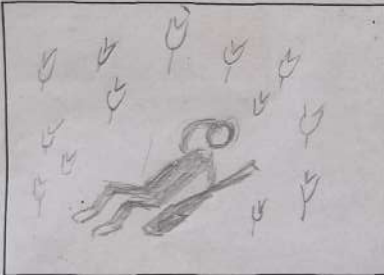
In primissimo piano cioè la  
migliore amica che piange  
perché Valentina è morta.

zoom  
sul  
volto



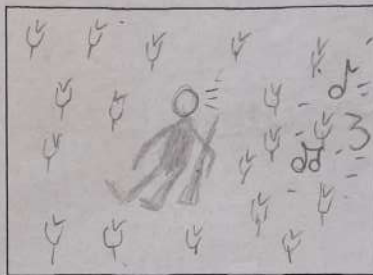
TITOLO La Guerra di Piero

SITUAZIONE INIZIALE - EXPOSITION



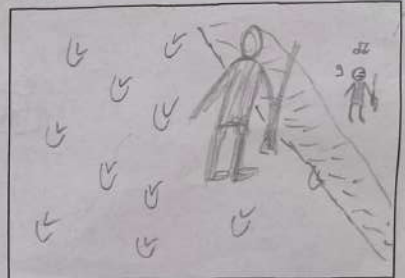
~~Zoom verso Piero~~  
campo lungo drone  
Zoom in

CONFLITTO



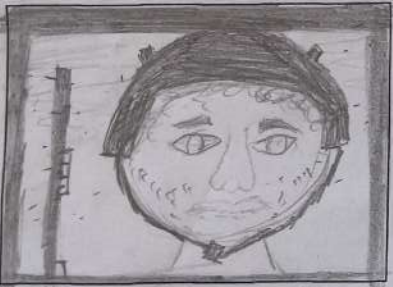
Zoom verso Piero

INTENSIFICARSI EVENTI - RISING ACTION



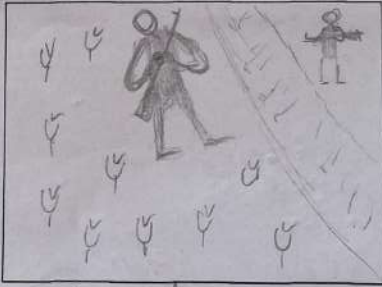
C. medio

CLIMAX



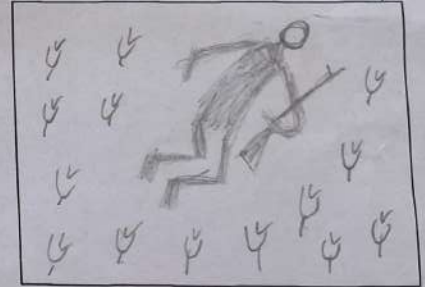
Premiamo Piero  
su Piero

CONSEGUENZE - FALLING ACTION



C. medio

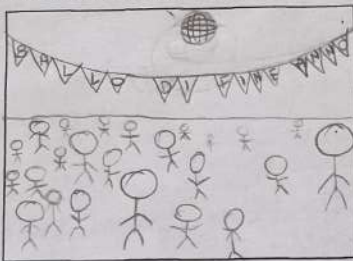
RISOLUZIONE



campo lungo  
Drone Zoom in

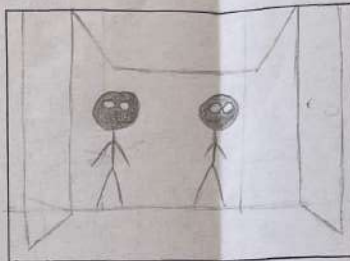
TITOLO A TERRIBLE NIGHTMARE

SITUAZIONE INIZIALE - EXPOSITION



Al salotto ballo scuola  
musica di sottofondo

CONFLITTO



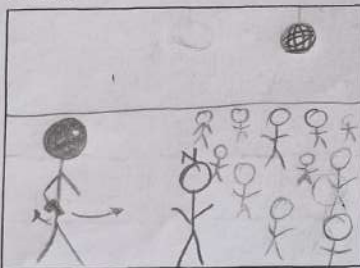
(CM)

CONSEGUENZE - FALLING ACTION



(PPP)

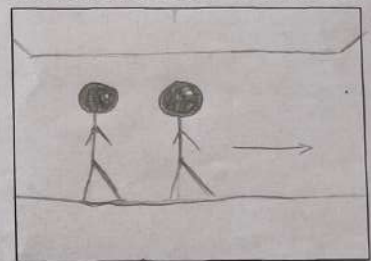
CLIMAX



(CM) uno dei due personaggi  
tira fuori la pistola e la punta  
verso Nancy  
musica di sottofondo che  
si sente sempre meno

A Nancy viene puntata  
una pistola alla testa  
(silenzio)

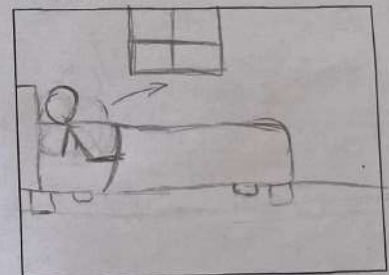
INTENSIFICARSI EVENTI - RISING ACTION



(CAD. RELATA)

I due personaggi si allontanano  
dal sala del ballo  
MUSICA IN TENSIONE

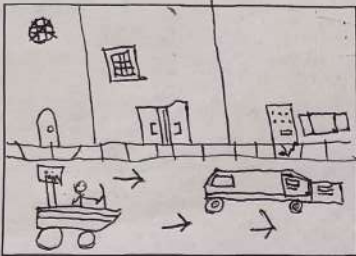
RISOLUZIONE



Nancy si sveglia dall'incubo  
(CM) respiro affannato

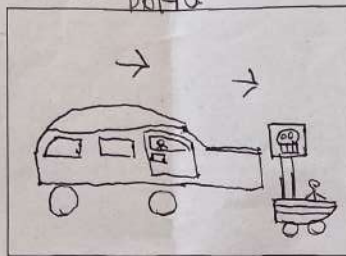
TITOLO IL GIUSEPPE

SITUAZIONE INIZIALE - EXPOSITION

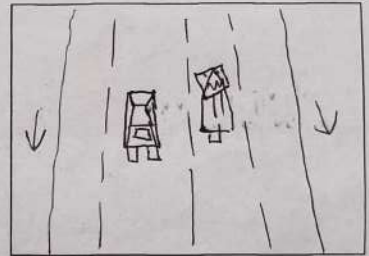


CARRELLATA, ZOOM IN  
ROMBO DI MOTORE DI  
DARIUS

CONFLITTO



CAMPO LUNGO, SILENZIO,  
INTENSIFICARSI EVENTI - RISING ACTION ZOOM OUT



CARRELLATA,  
MUSICA  
PRESINCR

DARIUS INCONTRA  
GIUSEPPE

DARIUS SUPERA GIUSEPPE  
E LO PERDE

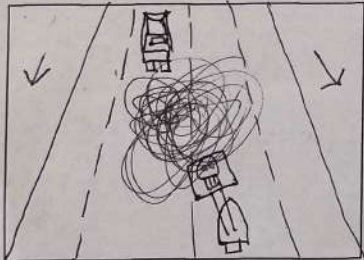
DARIUS E GIUSEPPE  
RAGGIUNGONO L'AUTOSTRADA

CLIMAX CAMPO LUNGHISSIMO,

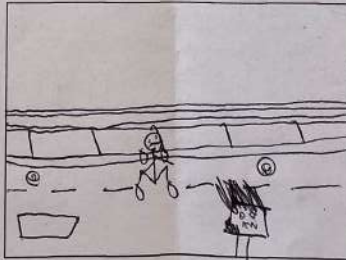
CONSEGUENZE - FALLING ACTION CAMPO  
MENO

RISOLUZIONE ZOOM IN SU GIUSEPPE

ROMBO  
DI  
MOTORE  
DI GIUSEPPE  
E RISULTO  
DELLE  
RUOTE, ZOOM OUT

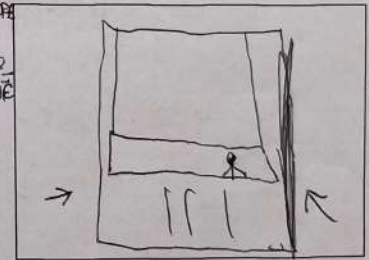


GIUSEPPE SUPERA



DARIUS È ALLICATO

DALLA NUOVE DP GAS E  
CADE DALLA MOTO,  
DISTRUGGENDOLA



GIUSEPPE HA CONFEITTO

IL PIRATA CHE TERRORIZZA VA  
IL PAESE

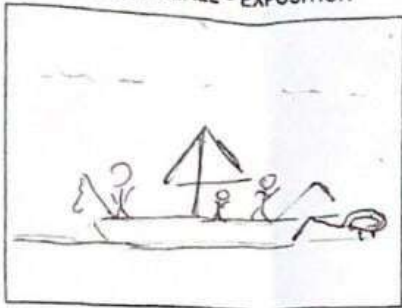
ALLA  
VINDICHA  
MUSICA DI  
MAD MAX  
A PALLA



TITOLO PARTO CON IL FOLLE

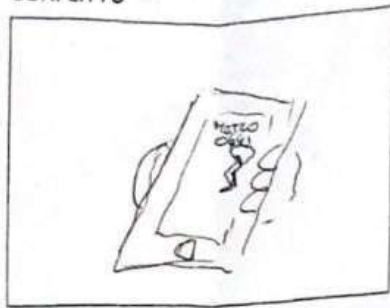
6 SLOW FURTINE

SITUAZIONE INIZIALE - EXPOSITION



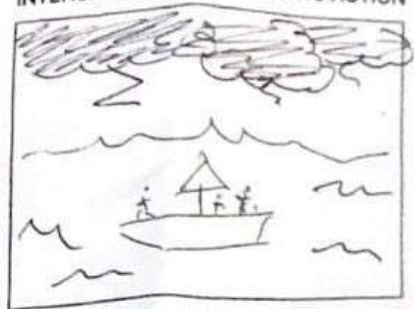
CA 3 BUCI PREPARANO  
VIVA BARCA

CONFLITTO



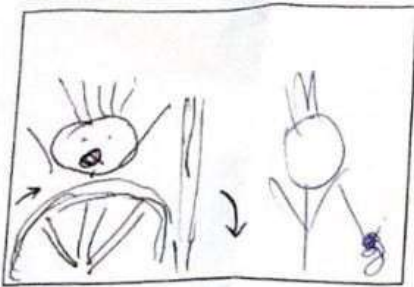
SOGG ~~SI~~ GUARDA IL TELEFONO  
COL METEO AVVERSO

INTENSIFICARSI EVENTI - RISING ACTION



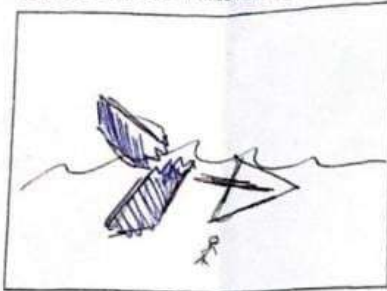
CL MARE CON ONDE  
E NUVOLE SCURE SONO AMBIENTE

CLIMAX



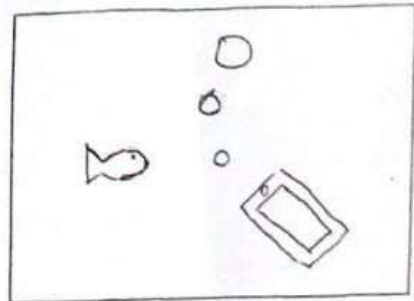
PIZZA FIGURA (CERCAVO S)  
MANOVARE COL TITANIC MA SONO  
IN DIFFICOLTA' PAUCORALICA

CONSEGUENZE - FALLING ACTION



CA NAVE SPEZZATA

RISOLUZIONE



DETT TELEFONO CHE SPARISCONDA  
SOTT'ACQUA MUSICA TITANIC  
QUARTATO LOW BOWE