

A Treatment in simple terms

The story of...

A SYMPATHETIC CHARACTER, WHO IS...

...TRYING TO ACCOMPLISH A COMPELLING GOAL WHILE
BEING OPPOSED BY...

... A POWERFUL AND COMMITTED OPPONENT, OVER...

SIGNIFICANT STAKES...

...**AND THE LESSON LEARNED ALONG THE WAY.**

BUILDING BLOCKS OF A TREATMENT

1. SET UP OF NORMAL WORLD
2. INTRODUCTION OF MAJOR CHARACTERS
3. INCITING INCIDENT
4. HERO'S OPENING BELIEF AND FLAW
5. WHAT THE HERO WANTS (CONSCIOUS EXTERNAL DESIRE)
6. WHAT THE HERO NEEDS (UNCONSCIOUS INTERNAL NEED)
7. END OF ACT ONE (INTRODUCTION OF THE STORY QUESTION)

8. Act II major plot points (conflicts, challenges, complications and CHOICES)
9. Act II mid-point crisis
10. End of Act II (lowest point for hero)
11. Act III major plot points
12. Climax (battle with antagonist?)
13. Resolution
14. Hero's closing belief (after lessons learned)

TREATMENT TIPS

- TELL IT LIKE A SHORT STORY TOLD IN PRESENT TENSE
- KEEP THE STORY MOVING
- STRIKE A TONE TO FIT THE STORY, BUT NOT OVERLY STYLIZED
- STAY AWAY FROM SUBPLOTS, IF POSSIBLE
- SHOW THE HERO'S ARC
- WRITE LIKE YOU'RE DESCRIBING WHAT'S ON THE SCREEN

WHAT'S NOT IN A TREATMENT?

- UNNECESSARY DESCRIPTION
- UNNECESSARY BACK STORY
- DIALOGUE (RARE EXCEPTIONS)
- IMAGES, DRAWINGS (RARE EXCEPTIONS)
- LONG PARAGRAPHS
- WEIRD FONTS