Chapter 2: Premise

2 Sentence Premise / Situation

Since these questions pertain specifically to the Major Protagonist, the selected Major Protagonist will be displayed under the label. If no Major Protagonist has been selected, the field will display * No Protagonist Set *.

Choose Protagonist - Switch to the Characters/Interviews/Background screen (shown here) where you can set one of the characters in the current project to the Major Protagonist. Only one character can be set as the Major Protagonist.
Pre-Outline Questions / Big Moments

There are two ways to enter a new Big Moment:
1) Type into field labeled “Enter description of new Big Moment” and click “Save.”
2) Scroll to the last line of the Big Moments list and type into the next empty field.

A sort number (to the left of the Big Moment) will be automatically generated. You may enter integers or decimals to re-sort the order of the Big Moments. [New in v1.98] Big Moments copied to the Scenes List by clicking on the ‘Copy to (All) Scenes’ will be transferred in the order they are listed on this screen.

<table>
<thead>
<tr>
<th>No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Can you name several big moments that will occur in the plot and think of some complications for each</td>
</tr>
<tr>
<td>2</td>
<td>&lt;--- This arrow takes you to the Complications for this Big Moment. Any Big Moment can have any</td>
</tr>
<tr>
<td>2.5</td>
<td>Click the Structure Skeleton button below to add the nine major plot points to this list of Big Moments</td>
</tr>
<tr>
<td>3</td>
<td>When you’re ready to copy all your Big Moments to the Scenes List, click the Copy (All) to Scenes</td>
</tr>
<tr>
<td>5</td>
<td>&lt;--- The numbers are used to sort the Big Moments before you send them to the Scenes List.</td>
</tr>
<tr>
<td>6</td>
<td>Enter any numbers, then click out of the field to re-sort the Big Moments</td>
</tr>
<tr>
<td>7</td>
<td>Enter as many Big Moments as you like. Use the scroll bar at the right to view them all.</td>
</tr>
<tr>
<td>8</td>
<td>Or drag the window longer if your computer screen has room.</td>
</tr>
</tbody>
</table>
Each Big Moment may have any number of associated Complications. There are three ways to switch between Big Moments and Complications:

1) Click the Complication Arrow beside the Big Moment.

2) Click the Left or Right Slider Arrows
3) Click the Slider Dots

The Structure Skeleton:

Inserts the nine basic elements of the Structure Skeleton into the Big Moments list.

The nine elements are:
- Inciting Event (12%)
- Key Event (20%)
- 1st Plot Point (25%)
- 1st Pinch Point (37%)
- Midpoint (50%)
- 2nd Pinch Point (62%)
- Third Plot Point (75%)
- Climax (88%)
- Resolution (98%)

The “To Scenes” button is set to the right of the Structure Skeleton button. Since Big Moments and Scenes are closely related, this is an easy way to switch to the Scenes List.

Copy all Big Moments to the Scenes List.
Big Moments copied to the Scenes List are identified with a blue background.

To copy individual Big Moments to the Scenes List, use the button on the Complications tab. (See next page.)
Pre-Outline Questions / Big Moments / Complications

The Complications Display is the second slider on the Big Moments tab. Every Big Moment may have any number of associated Complications. When you fill in the blanks on the three fields, or tab through them, another Complication record will be created.

To switch between Complications and Big Moments: Click the Left or Right Slider Arrows or the Slider Dots

Click the Big Moments selector to choose from a list of all Big Moments.

Click the Send to Scenes List button to copy the selected Big Moment to the Scenes List screen. Each Big Moment may be individually sent if you wish to include it in the All Scenes List screen.

To send all Big Moments to Scenes List at once, use the button in the lower status bar.