

# Scene construction cheat sheet – from K. M. Weiland

<https://www.helpingwritersbecomeauthors.com/how-to-structure-scenes/>

Action (scene)		
Goal	Conflict	Disaster
<p><u>Want:</u></p> <ol style="list-style-type: none"> <li>1. Something <i>concrete</i> (an object, a person, etc.).</li> <li>2. Something <i>incorporeal</i> (admiration, information, etc.)</li> <li>3. Escape from something <i>physical</i> (imprisonment, pain, etc.).</li> <li>4. Escape from something <i>mental</i> (worry, suspicion, fear, etc.).</li> <li>5. Escape from something <i>emotional</i> (grief, depression, etc.).</li> </ol>	<p><u>Options:</u></p> <ol style="list-style-type: none"> <li>1. <i>Direct opposition</i> (another character, weather, etc., which interferes and prevents the protagonist from achieving his goal).</li> <li>2. <i>Inner opposition</i> (the character learns something that changes his mind about his goal).</li> <li>3. <i>Circumstantial difficulties</i> (no flour to bake a cake, no partners to dance with, etc.).</li> <li>4. <i>Active conflict</i> (argument, fight, etc.).</li> <li>5. <i>Passive conflict</i> (being ignored, being kept in the dark, being avoided, etc.).</li> </ol>	<p><u>Options:</u></p> <ol style="list-style-type: none"> <li>1. <i>Direct obstruction</i> of the goal (e.g., the character wants info which the antagonist refuses to supply).</li> <li>2. <i>Indirect obstruction</i> of the goal (e.g., the character is sidetracked from achieving the goal).</li> <li>3. <i>Partial obstruction</i> of the goal (e.g., the character gets only part of what he needs).</li> <li>4. <i>Hollow victory</i> (e.g., the character gets what he wants, only to find out it's more destructive than helpful).</li> </ol>
<p><u>Methods:</u></p> <ol style="list-style-type: none"> <li>1. Seeking information.</li> <li>2. Hiding information.</li> <li>3. Hiding self.</li> <li>4. Hiding someone else.</li> <li>5. Confronting or attacking someone else.</li> <li>6. Repairing or destroying physical objects.</li> </ol>	<p><u>Generalities:</u></p> <ol style="list-style-type: none"> <li>1. Physical altercation.</li> <li>2. Verbal altercation.</li> <li>3. Physical obstacle (weather, roadblock, personal injury, etc.).</li> <li>4. Mental obstacle (fear, amnesia, etc.).</li> <li>5. Physical lack (no flour to bake a cake).</li> <li>6. Mental lack (no information).</li> <li>7. Passive aggression (intentional or unintentional).</li> <li>8. Indirect interference (long-distance or unintentional opposition by another character).</li> </ol>	<p><u>Suggestions:</u></p> <ol style="list-style-type: none"> <li>1. Death.</li> <li>2. Physical injury.</li> <li>3. Emotional injury.</li> <li>4. Discovery of complicating information.</li> <li>5. Personal mistake.</li> <li>6. Threat to personal safety.</li> <li>7. Danger to someone else.</li> </ol>

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Reaction (sequel)		
Reaction (relay emotion)	Dilemmas	Decisions
<u>Emotions:</u> 1. Elation. 2. Fury. 3. Anger. 4. Confusion. 5. Despair. 6. Panic. 7. Shame. 8. Regret. 9. Shock.	<u>Phases:</u> 1. Review 2. Analyse 3. Plan	<u>Options:</u> 1. Take action 2. Don't take action  Long-term goal, short-term decision Obvious decision or longshot?
<u>How to relay:</u> 1. Describe 2. Internal narrative/monologue 3. Dramatization 4. Tone	<u>Options:</u> 1. Implicit 2. Explicit - Summary - Dramatization	<u>Options for scene goals:</u> See the first quadrant