

<https://www.masterclass.com/articles/what-is-a-beat-in-screenwriting>

Logline : An overly cocky musician ditches his bandmates and tries to catch a break on his own, but will his overconfidence help or hurt him when he loses his hearing

Amanda

Title:

Logline: An amateur rock musician who dreams of making it big gets his chance but will his opportunity to be heard be squashed by his sudden inability to hear.

Pitch:

- Open by playing with band mates
 - Disastrous gig
 - Email flier for music festival for upcoming emerging musicians
 - Thinks "might as well try"
 - Later after another failure of a gig
 - Oh i got into the festival
 - Email them back trying to decline he is terrified
 - Car crash
 - Lost hearing in crash
 - Email did not send
 - Has to perform
 - Past cancellation deadline
 - A specialist offers help, he declines
 - Goes home
 - Reminded of festival
 - Goes back to therapist
 - Rehabed
 - Can sing and play again
 - Has to go to event solo
 - Panic attack
 - Therapist comes to save day
 - Can perform, good job
 - Festival coming
 - Wants to perform original song
 - Things go wrong, can't use advice of therapist
 - Terrified
 - Goes for it, embodies his idols and therapist
 - He succeeds at it, he is happy
 - Goes back to old gig place and ppl are happy
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- This young musician guy wants to catch a break
 - Seeks out opportunity
 - Gets it
 - Doesn't want it because he is self conscious
 - Wants to give up

- Desperate
- Gets help
- Does better at the thing
- Plays at opportunity
- Does good

Feedback:

- Guy seems very driven, but why would he decline festival
 - Conflicting ideas
 - Seeks out opportunities but denies them
 - Help from therapist but turns them down initially
 - Maybe he is overthinking things instead of flat out denying it
- To make character more likable, have sympathizing scene
 - Lives alone?
 - Has to support something for himself?
 - Parents want him to give up?
- Maybe he gives up after car crash
 - More dramatic
- There is no friends
- The band people also come at the competition and laugh at the main character?
 - In act 1?
- Don't understand relationship between band members and MC
 - Something goes wrong in practice and disband?
 - Why?
 - Seems random, if they've been friends in high school then wouldn't they see him after car crash?
- Festival happens recently after car crash, not fully recovered
 - Would be a challenge
- Lots of moving parts but not coming back to
 - Don't care about bandmates
 - Everything is about him so why can't he just perform solo
 - Get rid of them
- Very casually and briefly introduce therapist 2/3 into the movie
 - Never spent time before on therapist
 - Not mentioned in 30s pitch but in logline
 - Relevant to story but not established
 - Do they matter? Are they important?
 - Why does he need to lose his hearing?
- Guy's problem is that he is not confident
 - There can be a competition, but choose one out of the 5 story arcs
 - Time
 - Focus on one story
 - Hearing issue is irrelevant
 - More interesting than confidence issue
 - Can do more interesting things with that

- Maybe he is too overconfident
 - Leads into car crash
 - Change from ordinary world
 - Learns that he is not all that he is cracked up to be
 - Maybe band can come in (rely on others)
 - Becomes more likable
 - Newfound experience leads to success or failure, but learns lesson regardless
 - He put on a good show and he was proud of that
- Car crash is irrelevant
- Band mates irrelevant
- Therapist is irrelevant

Aya

Title: Dreaming Cowardice

Logline: A girl raised in a rich household with fears of failure chooses a path to become an artist, and she learns a life lesson to overcome the fear.

Pitch:

- Hero named Aira born into rich household
 - Strict parents, don't accept failure
 - She is cowardly
- When she started going to high school she liked dancing
 - Couldn't balance dance and academics
 - Started to lose passion
- Saw favorite star on TV
 - Emails company to join competition
- Convinces parents, lots of pressure from parents
- Meets new people, but she is very cowardly
- As she practices, she was chosen to be a debut member
 - But she starts to feel more pressure, so she decides to drop out
- Voice coach tells her "you need to fail to succeed" / to not fear failing
 - About how you move on after failure
- One of the trainees can't go
 - Aira invited instead
 - Accepts
- She is proud of herself
 - Parents also proud
 - First time she doesn't feel fear
- Succeeds
- Learns that it is about not about the success itself but about how she moves on after failure

Feedback:

- How does she make her parents proud?

- Aren't parents focused on academics?
 - She proved herself to not fail?
 - Chosen debut member
- Her struggle was academic vs art
 - She wants to do art
 - Parents want to do academics
- Is the story about the struggle between academics v art or idol issues
 - Story about overcoming fear
- Born into rich household
 - Will that be established?
 - Including scene on meeting new people, rich people can solve anything with money
 - Instead of rich, maybe sheltered?
 - Spend whole life interacting with people parents bring
 - Never made a friend herself?
 - Never had to work really hard for something?
 - Handed things on a silver platter
 - Doesn't work with the struggle between academics v art
 - Visually established?
 - Why does it matter that she is rich?
 - Having money doesn't have to do with personality
 - Affected her values
 - Not facing struggles?
 - Can you tell a better story with someone not rich?
 - Poor person is cliché?
 - Parents wanting her to be successful have nothing to do with being rich
 - Make the parents not musicians, succeeded academically
 - Have them try to instill that into Aira
- What is character arc?
 - Is it relationship between parents?
 - Start with parents end with parents
 - Is it her cowardice/shyness?
 - Can she do this?
 - End with she can do this
 - Is it that she doesn't have self confidence?
- Decide what main story arc is
 - Fear of failure
 - "What if I'm not good enough"
 - Don't need parents or other values
 - Unless mentor, but that is moving in positive direction
 - More internal conflict for Aira
 - Raises stakes
 - If parents are antagonists it is a different story
 - Focused on seeking approval from parents

- Could be a more empowering story
- But parents are just doing the best they can, so going against them is kind of a mixed message
 - Maybe try to please friends, cast aside at end
 - Maybe popular group of dance girls, 'only if you do tryout', still don't accept her, does show on own, don't need them
- In end they realize that they don't need that approval
- Is just a short film, beware of time restraints
 - Limit yourself to one story so you have time to tell that one story
 - Best feature films have one story arc
- **1. Opening image.** → A short description of the very first moment or event people will see. Strive for an exciting opening that makes people lean in and sets the tone for the story you're telling.
 - Protagonist is emailing his application to play at an emerging musician festival
 - Then goes to Band Rehearsal, Four Dudes jamming, then they lose rhythm
 - HE'S VERY POOR, A STARVING MUSICIAN
- **2. Introduction.** → One or more beats in which your characters and setting come into clear focus. Who is the main character? What does she want? What is holding her back from getting it?
 - we introduce the main protagonist who is the lead guitarist and singer
 - He is cocky and thinks he's better than his band mates and after the band mates mess up he thinks they aren't as serious as him and he quits the band
 - Make sure to emphasize the mixer board in the band member's garage and that the older brother is studying to be a music producer so that it makes sense that he can help sam tune the frequency to be less painful
- **3. Statement of theme.** - What is your film about? This is the opportunity to show the audience.
 - Rites of passage, so He quits and choses to work as a solo musician to become famous on his own.
- **4. Catalyst.** This is the moment in which the main character either actively sets out to achieve her goals, or is forced to go down the path plotted for her. Think of the most extreme thing that can happen to your characters, make it happen, and go from there.
 - He storms out of the rehearsal and angrily drives home.
 - He's driving home and gets rear ended?????? Or hit by a car somehow while at a stop light (builds sympathy because he wasn't the reason he got in an accident it was an external force)
 - Could Literally save the cat and swerve out the way and crash

- **5. Debate.** However, even great characters have their doubts. The main character might need to confer with other characters, or do some soul-searching, before embarking on her journey.
 - He stumbles home, dazed, with his ears ringing, refusing to go to the hospital due to the cost and stubbornness

—6 Something Happens -

- **He gets the acceptance to the festival**
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- **7. New characters.** As the main character goes through the story, she will likely meet other characters who help or hurt her. This opportunity for one or more new characters, which should come towards the first half of the second act, allows a writer to deepen the conflict and increase tension in the narrative.
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- **8. Midpoint.** Exactly halfway through your story. The characters have made their decisions, and now reality sets in.
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- **9. Low point.** Just as as the main character seems to be within reach of her goal, something happens that derails her progress or makes her question her journey. A sense of despair or confusion may set in.
 - His hearing keeps getting worse and worse.
 - His ears hurt and he can't hear unless everything is really loud when he's playing a guitar.
- **10. Climax.** This is the big moment in which the action spikes and everything that you've set up before now comes to a head. In a traditional action film, the climax might be a big chase or fight scene. In short, the climax should show your main character just within reach of her goal.
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- **11. Beginning of the end.** Once the main character has reached her goal (or come up short), the story begins to wind down. Any secondary storylines should start coming to a close.
- **12. Finale.** The final scene viewers will see. This should cap off the theme of the story, and leave your audience with a sense of how your protagonist has grown through the events of the film.

Opening Image ...

Theme Stated ...

Set-up ...

Catalyst ...

Debate ...

Break into Two ...he gets accepted to the festival

Fun and Games ...Struggling to cope with worsening hearing

<https://www.dolmanlaw.com/blog/ear-injuries-caused-by-car-accidents/#:~:text=This%20ear%20injury%20can%20result,a%20cause%20a%20ruptured%20eardrum.>

<https://my.clevelandclinic.org/health/diseases/17574-ear-injuries-and-trauma>

<https://www.faleslaw.com/car-accident-cause-hearing-loss.html>

<https://www.michiganautolaw.com/blog/2021/03/31/hearing-loss-after-car-accident/>

Band mates try to reach out to help him but he refuses and he is depressed and a hermit

Midpoint ...he decides to give up on his dreams

All Is Lost

...he stops practicing and singing and guitaring

Dark Night of the Soul

..abyss, he is even more depressed and his hearing has gotten really bad with no medical attention and music was the only way he could make money so he's more and has blown his savings .

He tries to sell his guitar for food and someone wants to buy it. The buyer thinks and complains that he's asking too much money for a used guitar. He starts to talk about how good the guitar is and that he has so many memories with the guitar.

He doesn't sell it. He tries to play it again.

Break into Three

...He tries to gather the band back together and asks for their help for the upcoming festival but they refuse because they didn't want him to get disappointed at them again. He just overall asks very rudely and not genuinely (still only thinking about his own success)

Finale

...He loses his headphones the morning of the festival that he plugs into his guitar and calls up his band mates to borrow their headphones and admits he needs their help and always has and always will

https://www.sweetwater.com/c899--Key_Metronome?highlight=BodyBeatPulse&mrkgadid=&mrkgcl=28&mrkgen=&mrkgbflag=&mrkgcat=&acctid=21700000001645388&dskeywordid=92700073384080333&lid=92700073384080333&ds_s_kwid=58700008069260214&ds_s_inventory_feed_id=97700000007215323&dsproductgroupid=1852936823967&product_id=BodyBeatPulse&prodctry=US&prodlang=en&channel=online&storeid=&device=c&network=u&matchtype=&adpos=largenumber&locationid=9031913&creative=625135836142&targetid=pla-1852936823967&campaignid=18467073267&awsearchcpc=&gclid=EAlalQobChMIjMbVoaT4-gIV5QWtBh3zUg4IEAQYBSABEgLt6PD_BwE&gclsrc=aw.ds

Final Image

So they become friends again and go on stage to perform
(don't have to show the performance just them looking happy
and the first guitar stroke)

New story:

Sam goes to rehearsal (he's late) with his band (at a recording studio) and they get into a fight about entering this music contest happening tomorrow and they tell him to enter by himself, so he does. and he leaves the band.

Then he sees the setlist/order of performances and starts to quickly try to rehabilitate himself and rehearse his songs at a studio and when he goes to practice by himself in a separate studio room he sees his band practicing without him in another room and sees them having fun and laughing and sounding good. Then he feels lonely and tries to brush it off thinking that he'll still be better than them.

Then we see him practicing and it sounds good to him but it's BAAAD to outsiders.

Later that day he goes out into the street and performs as an advertisement for his performance at the contest and everyone can hear how bad he is and they boo him and yell at him to stop and he packs up and sadly walks away. (Sam doesn't know this but his bandmates saw him performing on the street)

He loses confidence and now it's time for the festival.

He's about to perform and so he goes on stage and gets overwhelmed by the lights, noise, and audience. He looks around the stage and sees no bandmates and that makes him more nervous.

Then he performs horribly and gets booed off.

Then he sees his band backstage about to go on and he wishes them goodluck and talks to them and apologizes to them for being an asshole and compliments them for being good and tells them he's been hearing them rehearsing and wishes them luck/GEN.

Then after the band's good performance, they win and get to play at the command performance right after. Then Sam congratulates them and starts to head home.

Then the band comes back on stage and -SURPRISE- they introduce Sam as their lead and Sam hears and graciously accepts and then they strum the first chord and fade to black.