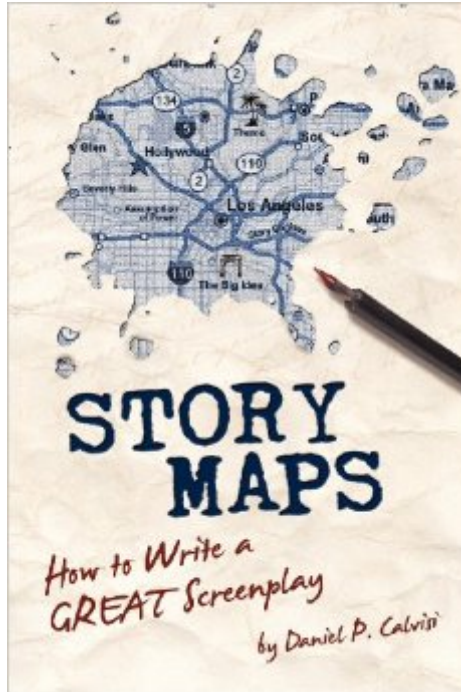


The book was found

STORY MAPS: How To Write A GREAT Screenplay



Synopsis

Learn the secrets to writing a GREAT screenplay from a major Hollywood movie studio Story Analyst who will show you how to BLOW AWAY THE READER! Master the structure and principles used by 95% of commercial movies by studying detailed breakdowns, or "Story Maps," of several recent hit movies in all different genres, including The Hangover, The Dark Knight, The Wrestler, Juno, The Social Network, Black Swan, How to Lose a Guy in 10 Days and Drag Me To Hell.

STORY MAPS: How to Write a GREAT Screenplay cites examples from hundreds of hit films, several television series and includes samples from actual produced screenplays to show you HOW TO DO IT. Detailed lessons on format, capturing voice and tone on the script page and developing great characters with powerful dialogue are SHOWN IN ACTION in classic films such as Sunset Boulevard, The Godfather, Gladiator and As Good As It Gets, to name just a few of the hundreds of great movies analyzed in the book. The book also includes EXCLUSIVE insights from major industry professionals with whom the author has interacted with at events in Los Angeles and New York City, including Robert Zemeckis... the screenwriters of Final Destination, Limitless, Armageddon, Antwone Fisher, Speed, Justified and Blade Runner... Louis C.K.... Elijah Wood... and the President of Production of Columbia Pictures. This approach is simple: you learn from the PROS by studying their work and reading their advice. This is NOT a formula or just another structure paradigm - it is the view from behind the desk of the people evaluating your screenplay, what they want to read and what they will buy. With all the competition in the Hollywood marketplace, your script can't just be good, it must be GREAT. "There is a lot of great advice here... Most important, as I read Calvisi's Story Maps, I was inspired to rethink my current project. And that's what it's all about, right?" -SCRIPT MAGAZINE

âœDaniel Calvisi's Story Maps is readable, insightful and exciting. It focuses on the hard work and narrative strategies the screenwriter needs to adopt to write a commercially viable screenplay, and is up to date and strategic in the clearest way. Dan's book will help you do what you must do to succeed with your screenplay." -Ken Dancyger, best-selling author of Broadcast Writing, Alternative Scriptwriting and Writing the Short Film "Loved it! Should be required reading in every film school." -Daniel Fazel, sold screenwriter and VFX Artist (Alice in Wonderland, Benjamin Button, I Robot) "Writing a great screenplay is not easy. This book provides a simple way to approach your idea or rewrite for maximum results...and helpful to evaluate your work in whatever stage it's at so you can make necessary improvements that will allow your unique story and vision to shine!" -Laurie Lamson, co-editor Now Write! Screenwriting "Dan has a no-nonsense approach to screenplay analysis that cuts through the bull and delivers the goods. A must read for serious screenwriters." -J. Stephen

Maunder, writer/director (Tiger Claws I, II, III, The Veteran, Shadows in Paradise) v

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The Grand Budapest Hotel: The Illustrated Screenplay (Opus Screenplay)
Story Maps: MAN OF STEEL Screenplay Analysis
How Not to Write a Screenplay: 101 Common Mistakes Most Screenwriters Make Then and Now
Bible Maps: Compare Bible Times with Modern Day - Overhead Transparencies (Then & Now Bible Maps at Your Fingertips)
John Muir Trail Map-Pack: Shaded Relief Topo Maps (Tom Harrison Maps)
Neotectonics of North America: Decade Map Volume to Accompany the Neotectonic Maps, Part of the Continent-Scale Maps of North America (Geology of North America)
Your Screenplay Sucks!: 100 Ways to Make It Great
Brokeback Mountain: Story to Screenplay
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How to Get Your Web Content DONE!: How to write, what to write, and why you're writing it
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