

# **REFERENCE**

## **PART 1**

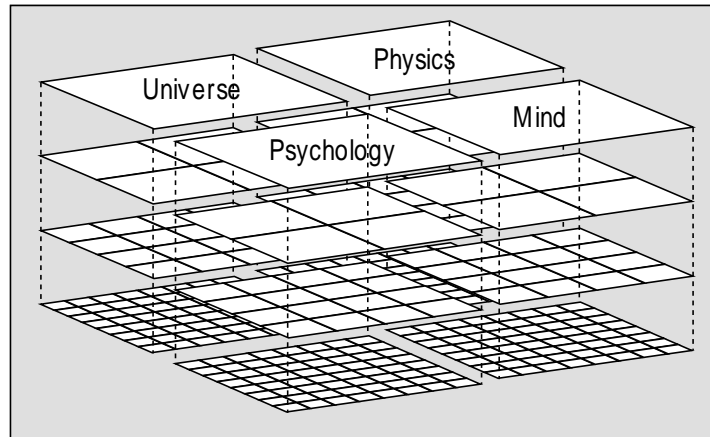
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# **Appendices**





## *The Dramatica Structural Model*



The Dramatica Structural Matrix is a framework for holding dramatic topics pertinent to Genre, Plot, Theme, and Character in relationships that describe their effect upon one another. During the process of storyforming, these topics (called "themantics") are re-arranged much as a Rubik's cube might be scrambled, all in response to the author's choices regarding the impact they wish to have on their audience. As a story unfolds, the matrix unwinds, scene by scene and act by act until all dramatic potentials, both large and small have been completely explored and have fully interacted.



## 4 Classes

<p><b>Universe</b> A Situation</p>	<p><b>Physics</b> An Activity</p>
<p><b>Psychology</b> A Manner of Thinking</p>	<p><b>Mind</b> A State of Mind</p>



16 Types

Universe		Physics	
Past	Progress	Understanding	Doing
Future	Present	Obtaining	Learning
Conceptualizing	Being	Memory	Preconscious
Becoming	Conceiving	Subconscious	Conscious
Psychology		Mind	



# 64 Variations

Dramatica's  
64 Thematic  
Variations

## Universe Variations

Fate	Prediction	Fact	Security
Interdiction	Destiny	Threat	Fantasy
Openness	Delay	Work	Attract
Choice	Pre-conception	Repel	Attempt

## Physics Variations

Instinct	Senses	Wisdom	Skill
Interpretation	Conditioning	Experience	Enlightenment
Approach	Self Interest	Pre-requisites	Strategy
Morality	Attitude	Analysis	Pre-conditions

State of Being	Situation	Knowledge	Ability
Circumstances	Sense of Self	Desire	Thought
Rationalization	Commitment	Permission	Need
Responsibility	Obligation	Expediency	Deficiency

Truth	Evidence	Value	Confidence
Suspicion	Falsehood	Worry	Worth
Closure	Hope	Investigation	Appraisal
Dream	Denial	Reappraisal	Doubt

## Psychology Variations

## Mind Variations

*64 Elements*

Knowledge	Ability	Actuality	Aware	Proven	Theory	Effect	Trust
Desire	Thought	Self Aware	Perception	Hunch	Unproven	Test	Cause
Order	Equity	Inertia	Projection	Accurate	Expectation	Result	Ending
Inequity	Chaos	Speculation	Change	Determination	Non-Accurate	Unending	Process
Consider	Logic	Pursuit	Control	Certainty	Probability	Proaction	Inaction
Feeling	Reconsider	Uncontrolled	Avoid	Possibility	Potentiality	Protection	Reaction
Faith	Conscience	Support	Help	Deduction	Reduction	Acceptance	Evaluation
Temptation	Disbelief	Hinder	Oppose	Production	Induction	Re-evaluation	Non-acceptance







*Universe Types*

<b>Past</b>	<b>Progress</b>
<b>Future</b>	<b>Present</b>



## *Universe Variations*

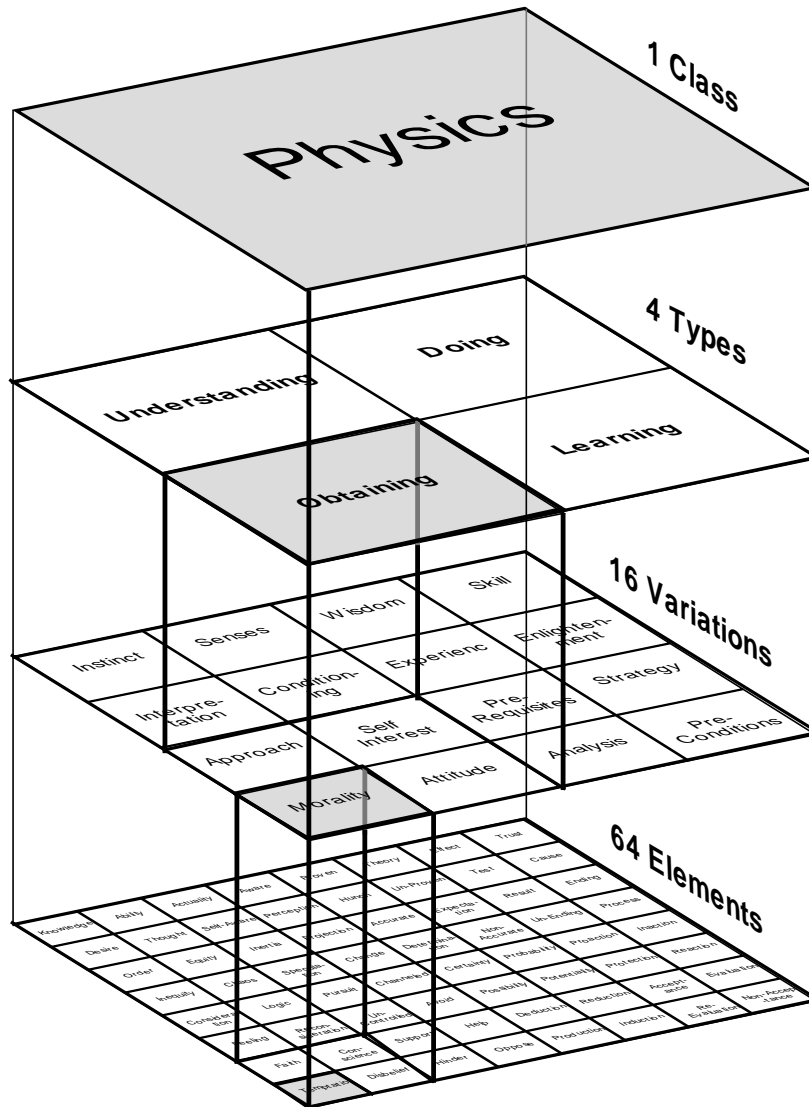
<b>Past Variations</b>		<b>Progress Variations</b>	
Fate	Prediction	Fact	Security
Interdiction	Destiny	Threat	Fantasy
Openness	Delay	Work	Attract
Choice	Preconception	Repel	Attempt
<b>Future Variations</b>		<b>Present Variations</b>	

*Universe Elements*

Knowledge	Order	Actuality	Inertia	Proven	Accurate	Effect	Result
Chaos	Thought	Change	Perception	Non-Accurate	Unproven	Process	Cause
Ability	Equity	Aware	Projection	Theory	Expectation	Trust	Ending
Inequity	Desire	Speculation	Self Aware	Determination	Hunch	Unending	Test
Consider	Faith	Pursuit	Support	Certainty	Deduction	Proaction	Acceptance
Disbelief	Reconsider	Oppose	Avoid	Induction	Potentiality	Non-acceptance	Reaction
Logic	Conscience	Control	Help	Probability	Reduction	Inaction	Evaluation
Temptation	Feeling	Hinder	Uncontrolled	Production	Possibility	Re-evaluation	Protection



# Physics Class





*Physics Types*

<b>Understanding</b>	<b>Doing</b>
<b>Obtaining</b>	<b>Learning</b>



## *Physics Variations*

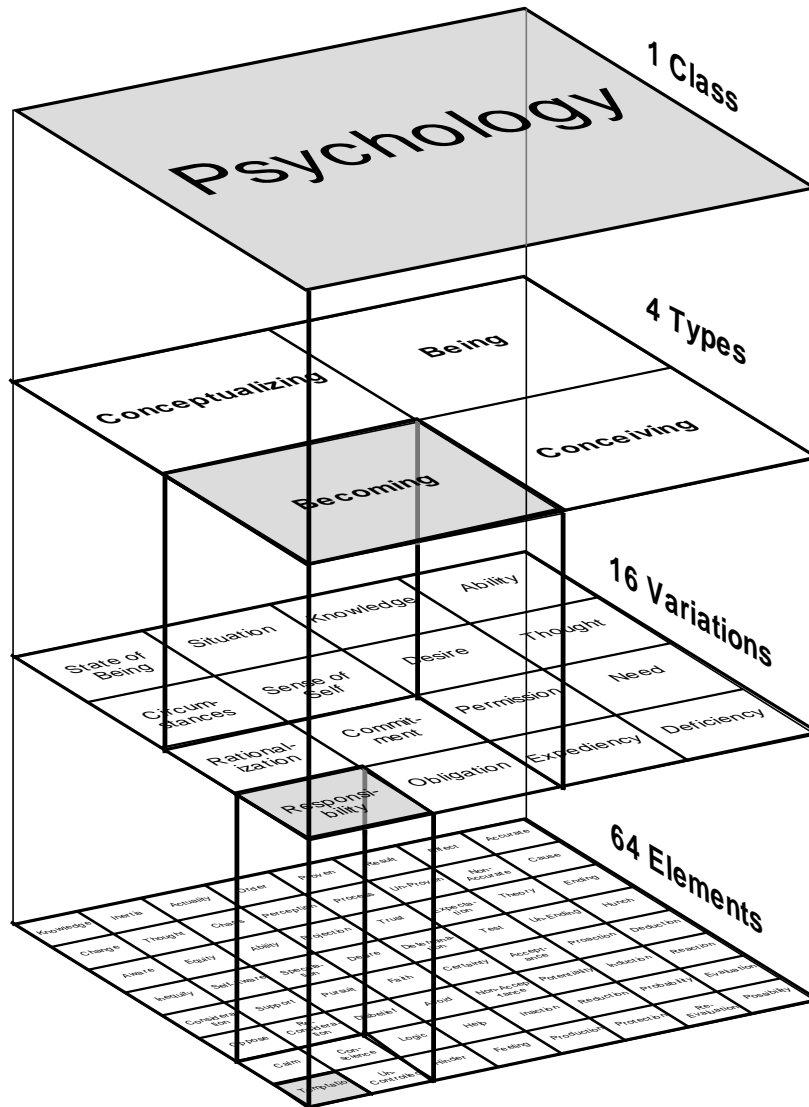
<b>Understanding Variations</b>		<b>Doing Variations</b>	
Instinct	Senses	Wisdom	Skill
Interpretation	Conditioning	Experience	Enlightenment
Approach	Self Interest	Prerequisites	Strategy
Morality	Attitude	Analysis	Preconditions
<b>Obtaining Variations</b>		<b>Learning Variations</b>	

*Physics Elements*

Knowledge	Ability	Actuality	Aware	Proven	Theory	Effect	Trust
Desire	Thought	Self Aware	Perception	Hunch	Unproven	Test	Cause
Order	Equity	Inertia	Projection	Accurate	Expectation	Result	Ending
Inequity	Chaos	Speculation	Change	Determina- tion	Non- Accurate	Unending	Process
Consider	Logic	Pursuit	Control	Certainty	Probability	Proaction	Inaction
Feeling	Reconsider	Uncontrolled	Avoid	Possibility	Potentiality	Protection	Reaction
Faith	Conscience	Support	Help	Deduction	Reduction	Acceptance	Evaluation
Temptation	Disbelief	Hinder	Oppose	Production	Induction	Re- evaluation	Non- acceptance



# Psychology Class







*Psychology Types*

<b>Conceptualizing</b>	<b>Being</b>
<b>Becoming</b>	<b>Conceiving</b>



## *Psychology Variations*

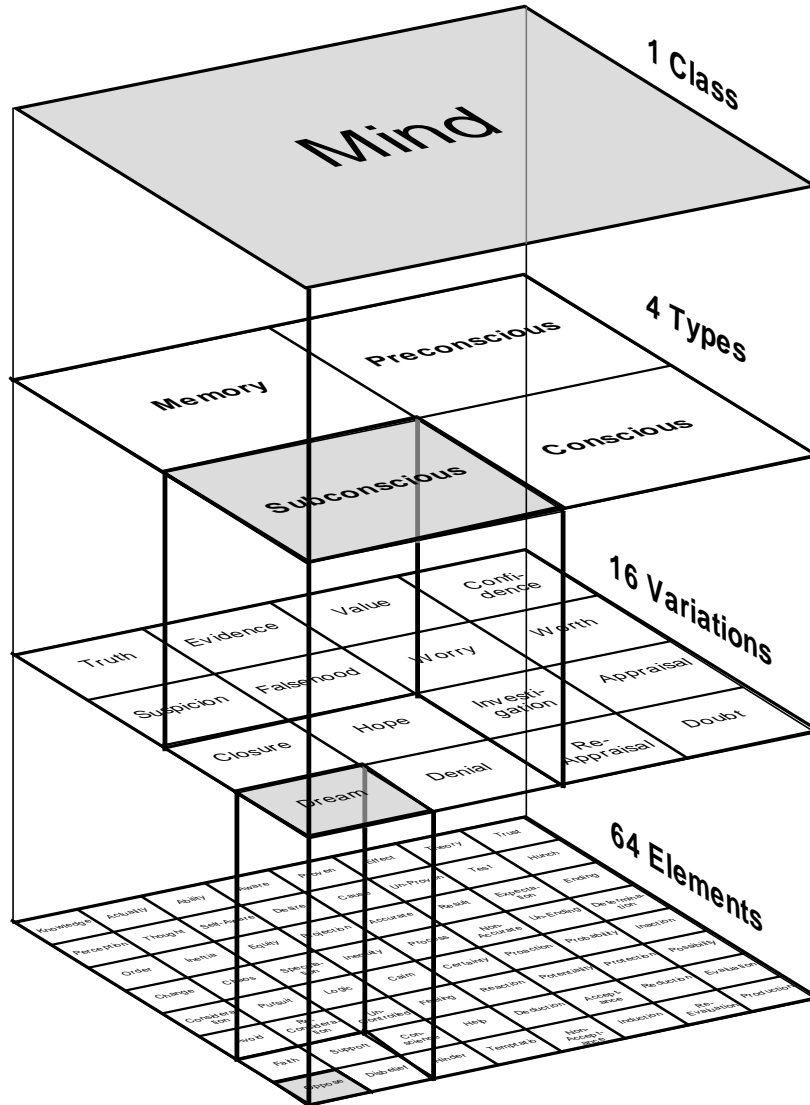
<b>Conceptualizing Variations</b>		<b>Being Variations</b>	
State of Being	Situation	Knowledge	Ability
Circumstances	Sense of Self	Desire	Thought
Rationalization	Commitment	Permission	Need
Responsibility	Obligation	Expediency	Deficiency
<b>Becoming Variations</b>		<b>Conceiving Variations</b>	

*Psychology Elements*

Knowledge	Inertia	Actuality	Order	Proven	Result	Effect	Accurate
Change	Thought	Chaos	Perception	Process	Unproven	Non-Accurate	Cause
Aware	Equity	Ability	Projection	Trust	Expectation	Theory	Ending
Inequity	Self Aware	Speculation	Desire	Determination	Test	Unending	Hunch
Consider	Support	Pursuit	Faith	Certainty	Acceptance	Proaction	Deduction
Oppose	Reconsider	Disbelief	Avoid	Non-acceptance	Potentiality	Induction	Reaction
Control	Conscience	Logic	Help	Inaction	Reduction	Probability	Evaluation
Temptation	Uncontrolled	Hinder	Feeling	Production	Protection	Re-evaluation	Possibility



# Mind Class





*Mind Types*

<b>Memory</b>	<b>Preconscious</b>
<b>Subconscious</b>	<b>Conscious</b>



## *Mind Variations*

<b>Memory Variations</b>		<b>Preconscious Variations</b>	
Truth	Evidence	Value	Confidence
Suspicion	Falsehood	Worry	Worth
Closure	Hope	Investigation	Appraisal
Dream	Denial	Reappraisal	Doubt
<b>Subconscious Variations</b>		<b>Conscious Variations</b>	

*Mind Elements*

Knowledge	Actuality	Ability	Aware	Proven	Effect	Theory	Trust
Perception	Thought	Self Aware	Desire	Cause	Unproven	Test	Hunch
Order	Inertia	Equity	Projection	Accurate	Result	Expectation	Ending
Change	Chaos	Speculation	Inequity	Process	Non-Accurate	Unending	Determination
Consider	Pursuit	Logic	Control	Certainty	Proaction	Probability	Inaction
Avoid	Reconsider	Uncontrolled	Feeling	Reaction	Potentiality	Protection	Possibility
Faith	Support	Conscience	Help	Deduction	Acceptance	Reduction	Evaluation
Oppose	Disbelief	Hinder	Temptation	Non-acceptance	Induction	Re-evaluation	Production



## 64 Characteristics of Objective Characters

### Purpose Elements

Knowledge	Ability	Actuality	Aware
Desire	Thought	Self Aware	Perception
Order	Equity	Inertia	Projection
Inequity	Chaos	Speculation	Change

### Evaluation Elements

Proven	Theory	Effect	Trust
Hunch	Unproven	Test	Cause
Accurate	Expectation	Result	Ending
Determination	Non-Accurate	Unending	Process

Consider	Logic	Pursuit	Control
Feeling	Reconsider	Uncontrolled	Avoid

Certainty	Probability	Proaction	Inaction
Possibility	Potentiality	Protection	Reaction

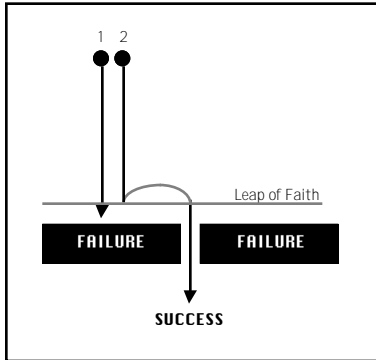
Faith	Conscience	Support	Help
Temptation	Disbelief	Hinder	Oppose

Deduction	Reduction	Acceptance	Evaluation
Production	Induction	Re-evaluation	Non-acceptance

### Motivation Elements

### Methodology Elements

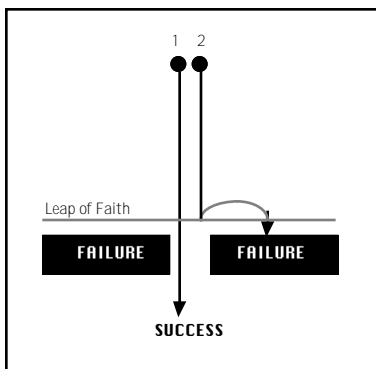




## Apparent Work and Actual Dilemma Stories

In the illustration to the left, character #1 is a steadfast character whose steadfastness ultimately leads to failure. This is called an apparent work story because continuing to work as before seems to be sufficient to lead to success but leads to failure instead.

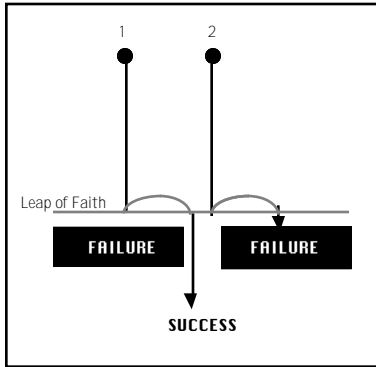
Character #2 remains just as steadfast as character #1, but at the leap of faith decides to change the formerly steadfast attitude or approach which ultimately leads to success. This is called an actual dilemma story because remaining steadfast would lead to failure.



## Actual Work and Apparent Dilemma Stories

In the illustration to the left, character #1 is a steadfast character whose steadfastness ultimately leads to success. This is called an actual work story because it requires the character to continue working the way they have been..

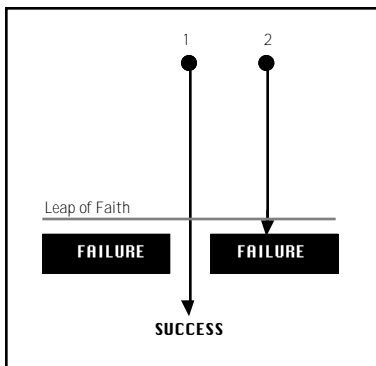
Character #2 remains just as steadfast as character #1, but at the leap of faith decides to change the formerly steadfast attitude or approach which ultimately leads to failure. This is called an apparent dilemma story because remaining steadfast would lead to success, whereas changing would lead to failure..



## Change Character

The change character will begin along one path, but will change to another at the leap of faith. Even though this character has chosen (or is just following) a path early on and continues along it until the leap of faith, this path only means that there is a consistency to their attitude or approach. It does not describe the nature of the path, nor does it determine the outcome of the decision to change (character #1 succeeds while character #2 fails).

By way of example, the change character may start out as a wimp and continue being a spineless wonder, but at the leap of faith gain a backbone. Or conversely, the change character may start out as a closed-minded dictator, but at the leap of faith decide to let some of her control go.



## Steadfast Character

The steadfast character will begin along one path and remain steadfast until the end. The leap of faith is just as important and can be as traumatic to the character as with a change character because at the moment of the leap of faith, the steadfast character must make the determination that they know more than others do -- that they are correct and refuse to change from their chosen path. Being a steadfast character does not describe the nature of the steadfastness, nor does it determine the outcome of their decision (character #1 succeeds while character #2 fails).



## *Characteristics of Archetypal Characters*

	Motivations	Methodologies	Means of Evaluation	Purposes
<i>Protagonist</i>	Consider Pursuit	Certainty Proaction	Proven Effect	Knowledge Actuality
<i>Antagonist</i>	Reconsider Avoid	Potentiality Reaction	Unproven Cause	Thought Perception
<i>Emotion</i>	Feeling Uncontrolled	Possibility Protection	Hunch Test	Desire Self-Aware
<i>Reason</i>	Logic Control	Probability Inaction	Theory Trust	Ability Aware
<i>Skeptic</i>	Disbelief Oppose	Induction Non-Acceptance	Non-Accurate Process	Chaos Change
<i>Sidekick</i>	Faith Support	Deduction Acceptance	Accurate Result	Order Inertia
<i>Guardian</i>	Conscience Help	Reduction Evaluation	Expectation Ending	Equity Projection
<i>Contagonist</i>	Temptation Hinder	Production Re-evaluation	Determination Unending	Inequity Speculation



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