# Loglines and Treatments: How to Write Them

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THE LEARNING STUDIO

SPECIAL THANKS TO KATHERINE O'BRIEN

## Loglines

- These are used to pitch your story in one-two sentences.
- They reduce the story to a "hook."

## Your loglines should...

- Indicate the full narrative arc (the story's beginning, middle, and end)
  - Structure the logline act by act
- Reveal character, goal, conflict, and theme
  - Unless iconic, do not mention character by name
- Have an obvious "hook"
  - Make us want to see the film!
- Be concise, but thorough
  - Two sentences are okay

# Ending a logline

• They should be open-ended. But, when writing industry coverage, include conflict resolution.

- Examples from *The Ramen Girl* (2008):
- Open-ended for pitch: An aimless American woman, abandoned by her boyfriend in Tokyo, impulsively decides to train as a ramen chef under a master who is impossible to please.

## Ending a logline (continued)

- Conflict resolution specified for studio coverage: An aimless American woman, abandoned by her boyfriend in Tokyo, impulsively decides to train as a ramen chef under a master who is impossible to please, and ultimately discovers her true calling and takes over his shop to carry on his legacy.
- Open-ended for the audience (from IMDB): An aimless American woman is stranded in Tokyo after breaking up with her boyfriend. Searching for direction in life, she trains to be a ramen chef under a tyrannical Japanese master.

# NOTE

LOGLINES AREN'T TAGLINES!!!

A TAGLINE IS A MARKETING TOOL TO GET YOU TO SEE THE FILM.

## A formula for loglines

- [Who, with an adjective] [faces what conflict] [learns/does what] [to pursue/achieve goal] [but the conflict is intensified] [the character passes the test/suggest thematic resolution]
- [Who, with an adjective] An aimless American woman, [faces what conflict] abandoned by her boyfriend in Tokyo, [learns/does what] [to pursue/achieve goal] impulsively decides to train as a ramen chef [but the conflict is intensified] under a master who is impossible to please [the character passes the test/suggest thematic resolution] and discovers her true calling in life.

# Treatments

A HOW-TO GUIDE

## What is a treatment?

- A detailed, scene-by-scene summary of the story
- Serves as extended outline for those developing story
- Treatment stage is when all involved may agree upon story structure, tone, message, and selling points

## Length of treatments

- Short films, no dialogue: half the length of film (1 page for every 2 minutes)
- Short films, with dialogue: half the length of film (1 page for every 2 minutes)
- **Short documentaries**: no longer than the proposal (3-5 pages)

## Length of treatments

- Feature film: 30 pages, MAXIMUM
  - Cover major turning points, detail sequences, summarize objective for each scene
  - 10:1 ratio—major turning point for every 10 pages of script should be 1 page of treatment

## Treatment format conventions

- Do not use slug lines to set scene
- Just write the story: no interruptions, no embellishments
- Use active verbs
- What we see on screen should be conveyed in paragraphs without indentations—hit [return/enter] twice between paragraphs
- Avoid dialogue

## Treatment format conventions

- Characters introduced in CAPS, followed by age in parentheses:
  - o JOHN (22) flags the BARTENDER (50s). Orders a drink. John toasts the bartender.
- Describe only what is seen and heard on camera—no desires, emotions, or thoughts of characters
- Write in third-person, present tense

## **CONCEPT IS CLEAR**

MAIN IDEA IS ARTICULATED

WE GET WHAT STORY IS ABOUT

### THEME IS DEVELOPED

A MESSAGE TO THE STORY, ELEVATING THE CONFLICT

THE THEME IS A PREMISE THAT STRUCTURES
THE NARRATIVE

#### PLOT HAS AN ARC

CLEAR BEGINNING, MIDDLE, AND END

PROTAGONIST, GOAL, ANTAGONIST PRESENT

STAKES FOR CHARACTERS ARE CLEAR AND MATTER

**CONFLICT IS RESOLVED** 

#### CHARACTER HAS AN ARC

AVOID STEREOTYPES/CLICHÉS

CLEAR AND LOGICAL MOTIVATIONS/GOALS

OVERCOMES ISSUE/WEAKNESS

**CHANGES FROM BEGINNING** 

#### **DESCRIPTIVE WRITING**

LIMITED TO WHAT IS SEEN AND HEARD

NO CHARACTER DESIRES/EMOTIONS

NO CAMERA DIRECTIONS

ACTION DOESN'T MERELY LIST PLOT POINTS