

Screenwriting: Inception (2010)

Inception (2010) follows the 510+ stage Hero's Journey story structure pattern and is most closely and easily relatable to The Matrix (1999) [mainly due to the special effects, the structure itself is common].

Briefly, the comparison can be summarised as the following (though it is actually much more detailed):

In Inception (2010), Cobb exists in a State of Imperfection (not allowed to return home). In The Matrix (1999), the State of Imperfection relates to the Matrix's control of humans.

In Inception (2010), Cobb gets the Call to Adventure to escape the Ordinary State as does Neo in the Matrix (1999). Thus begins the movement to the New World and detachment from the Ordinary World.

In Inception (2010), allies and Preparatory Capacities are gained within the First Threshold. In The Matrix (1999), Neo gains the same aboard the Nebuchadnezzar (learning Kung Fu, the crew etc).

Then there is movement into the Deeper New World. In the case of Inception (2010), Cobb et al move into Fischer's dreams and in The Matrix (1999), Neo accompanies Morpheus to see the Oracle and beyond.

In the final act there is the Reckoning. In Inception (2010), Cobb Lets Go of Mal to become his Ultimate Self and in The Matrix (1999), Neo Lets Go of limitations that prevent him from Becoming The One.

As stated, this deconstruction is much more complex.
See <http://www.clickok.co.uk/index4.html>