

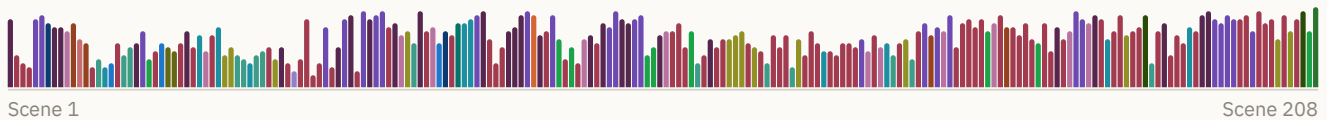
Screenplay diagnostic report

Nope (2022)

Detected genre: Sci-fi horror. Genre drift at scenes 38, 48 and 129.

Dread builds from a traumatic flashback through a slow-burn mystery on a horse ranch, then breaks into sci-fi horror when a predator in the sky swallows a theme-park crowd. OJ and Em's plan to film it leads to a showdown in which they reclaim the family legacy. It ends in exhausted triumph and wonder: OJ alive on Lucky, the photo of Jean Jacket developing.

At a glance: audience emotion, scene by scene



Tier

Feature

Instrument

1

Generated

21 July 2026

Instruments in this report

07  **Character Depth MRI** Whether your leads change, and how much of it reaches the page.

Example analysis of Nope (2022), screenplay by Jordan Peele. Shown for demonstration and commentary. It reads a finished film to show the format, so anything it flags may well be deliberate; on your own draft, treat each flag as a question.

Produced by The Narrative Laboratory, by Many Monkeys: manymonkeys.ai. The measures are the model's estimates, so they are given as bands (strong, moderate or weak; a fit reads strong, partial or weak fit) rather than scores. Scene numbers and counts are exact. An ochre rule in the margin marks what is worth a second look, an ochre underline a line the analysis flags; the notes for the next draft sit behind the same rule.

07 | Dewey | Interpretive

Character Depth MRI

Does my character change, or do they just do things until the plot ends?

One of five characters completes the circuit; one more comes close

Ricky "Jupe" Park and Antlers Holst act without taking in what happens to them and Emerald acts without reflecting. For Angel Torres the break is narrow: the script still shows the phase where it falls.

Each strip is Dewey's experience circuit in order: habit, the shock that disrupts it, weighing what to do, acting, undergoing what follows, and reflecting on it. Three blocks lit is strong, two moderate, one weak.

A dashed ochre outline marks the phase where the diagnosis says the circuit breaks. When that phase still has two or three blocks lit, the script shows it and the break is narrow. A weak habit is not a break: it means the character is not stuck in a routine.

	Habit	Shock	Weigh	Act	Undergo	Reflect	
OJ Complete Depth ■■■ Strong							Passive at first, stalled by grief and a failing business. Deliberate action and working with his sister carry him past avoidance and round the whole circuit.
Emerald Impulsive Depth ■■■ Moderate							Impulsive and self-promoting, she avoids deeper emotional work but eventually commits to family and legacy.
Ricky "Jupe" Park Anaesthetic Depth ■■■ Moderate							All doing, no undergoing. He represses his trauma and sells the alien as a spectacle, which destroys him.
Angel Torres Passive Depth ■■■ Moderate							Initially passive after a breakup, he finds purpose through action but remains somewhat reactive.
Antlers Holst Anaesthetic Depth ■■■ Moderate							He chases the impossible shot, cut off from the emotional cost, and in the end gives his life for the image.

Theory and terms

Experience circuit: Dewey's arc of a complete experience: habit → disruption → deliberation → doing → undergoing → reflection.

Undergoing: Being changed by the consequences of one's actions. Shallow characters skip this phase.

Failure pattern: How the circuit breaks: anaesthetic (all doing, no feeling), impulsive (action without reflection), passive (locked in habit).

Further reading

[John Dewey - Art as Experience](#)

[Stanford Encyclopedia of Philosophy - Dewey's Aesthetics](#)

Where to look next

Other instruments in the lab.

Emotional Rhythm Strip

€8

What the audience feels, scene by scene.

Reads every scene for the emotions it gives the audience, and shows where the intensity builds, flattens or drifts from your genre.

manymonkeys.ai/tools/emotional-rhythm-strip

Structure of Sympathy

€11

Who the audience recognises, follows and roots for.

Shows how strongly the audience recognises, follows and sides with each major character, and where that changes.

manymonkeys.ai/tools/structure-of-sympathy

Character Topology

€17

Who actually holds your cast together.

Maps who shares scenes with whom, to show who holds the cast together and who sits at the edge.

manymonkeys.ai/tools/character-topology

Every instrument has a free example report on its tool page. The full gallery is at manymonkeys.ai.