

# Tidbits in Less Than a Minute

## Coming Up With Ideas

1. People watch/observe
2. Journaling – sometimes our *real* thoughts and feelings are hidden even from ourselves. There are no rules to this. Just be you . . . Because no one does you better.
3. Read. A lot. And out of your normal genre. Write out of box/out of your comfort zone.
4. Free write – sit with computer or pen/paper and jot down the first thing that comes to your mind. From there, just write. Do not think. Just write.
5. Use your past experiences, observations, thoughts – your **Seeds of Ideas**.

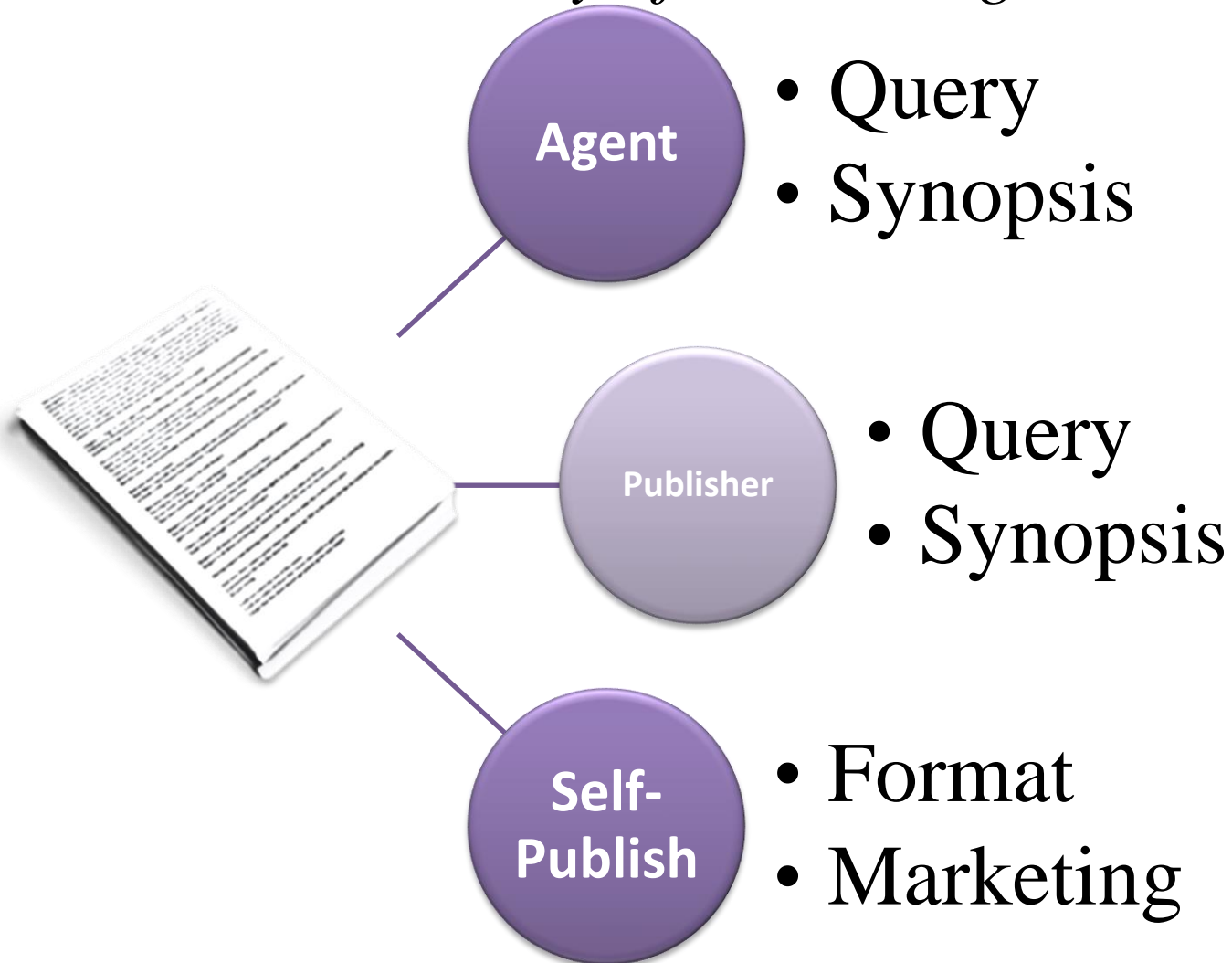
## Once You Get an Idea . . .

- A. Character/World – Interchangeable – create visual picture boards & character interviews
- B. Outline Ideas – index cards by individual sets: scenes, character arcs (charting gradual growth of character), emotional character arcs (charting gradual inner growth of character) \*I use this method with any important detail I need to keep track of throughout the manuscript: example – research that will grow/intensify.\*
- C. More in-depth – 3 Acts (beginning | middle | end) **or** 7 Plot Scheme
  - a) Methods – meet in the middle, save the cat beat sheet, color code index cards
- D. Write – draft 1 done: put away for a b
- E. Edit, draft, edit, draft, edit, draft \*In between these, send to beta readers & CPs for opinions, suggestions, observations

↑ RESEARCH ↓

# Method

## *The Anatomy of Publishing*



## 7 POINT SCHEME ~ within 3 ACT Structure

Before | Prologue

- ACT I – opening & setup
  1. **\*Inciting Incident** (Event that gets the story in motion – Hook; state THEME)
  2. **\*Major Plot Point #1** (1<sup>st</sup> Door of No Return) – a development/kind of antagonist that moves the main plot forward toward Act II & forces main character into a choice - set a goal; story question established.]
  
- ACT II – muddy middle; numerous scenes
  3. **\*Major Plot Point #2** (Stakes raised; antagonist more deeply into play. MC waffles with outer actions & inner feelings; poor decisions. Theme threaded more deeply.)
  4. **\*Major Character Turning Point** [Darkest Moment of the Soul] – development that helps MC see his/her situation/new world in a new light<sup>3</sup>.
  5. **\*Major Plot Point #3** (2<sup>nd</sup> Door of No Return) - leads MC to choose course of action to move onto the climax & into Act III; occurs late in the 3<sup>rd</sup> half of story.
  
- ACT III – high tension, all is at stake; Blackest Moment of the Story.
  6. **\*Climax** – where all points of the story unite & the MC either reaches his/her goal, fails, or a combination of both.
  7. **Resolution/Aftermath** – (also known as the Epilogue, but doesn't have to be written as such. Circles back to the beginning. Cleans up loose ends. Re-establishes theme.