

Story Forms

A reference sheet for understanding strengths and weaknesses of any story form.

Senses Senses through which we process stories, which include:



Sight

Examples: a house, dogs, trees, a smile, light



Sound

Examples: laughter, sirens, dripping, talking



Smell

Examples: perfume, candy, burning, salt



Feelings

Examples: warmth, a carpet, pain, warm water (not emotional, but physical feeling)



Time

Examples: motion, stillness, minutes, seconds, hours

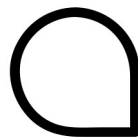
Interpretations The scale on which we process Senses



Imagined

Completely open interpretation

Examples: All Relators in daydreaming, all Relators in abstract paintings



Described

Interpretation of description

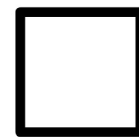
Examples: All Relators in novels, Feeling in film, Time in paintings



Represented

Representative of the story world's reality

Examples: Visual in cartoons (debatably), Audio in film, Time in stopmotion



Determined

Presented as it is meant to be interpreted

Examples: Visual and Time in film, Visual in photographs, all Relators in an escape room

Novels are generally:

Described Sight
Described Sound
Described Smell
Described Feelings
Described Time

Movies are generally:

Determined Sight
Represented Sound
Described Smell
Described Feelings
Determined Time

Paintings are generally:

Represented Sight
Imagined/Described Sound
Imagined/Described Smell
Imagined/Described Feelings
Imagined/Described Time

For more information and more free resources,
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