

EILEEN COOK





IT'S NOT WHAT HAPPENS TO YOUR CHARACTERS, IT'S THE STORY THEY TELL THEMSELVES ABOUT WHAT HAPPENED. IT'S ALSO NOT THE SETTING- IT'S HOW THE CHARACTER *INTERSECTS* WITH THE SETTING.



FOUR LEVELS OF SETTING

- WORLD
- COMMUNITY
- PERSONAL SPACE
- MIND

THE WORLD

- This is what we think of when doing "world-building."
- What does your character think of the larger world?
- Are there parts of this world that your character sees that others do not? Or parts they do not see that exist?
- How did your character come to this belief?



COMMUNITY

- What spaces does your character visit/inhabit in their world?
- Does this change over the course of the story?
- Are they happy/relaxed in those spaces or the opposite?
- Are these spaces at risk? Are there new people in these spaces?
- Is there a space your character has to leave behind in order to grow?
- Does your character's perspective change?



PERSONAL SPACE

- How does your character's personal space reflect them- or how they wish they were seen?
- Who is someone they would not want in their space?
- Is there a make-over montage of their space?
- Who are the people around them?
- Is there anyone they are ashamed of in their life?
- How do the people around your character change?



PERSONAL SPACE

- Clothing is an element of setting. It is a method of communication.
- Clothing can be used to identify groups of people
- Is your character comfortable in their clothing?
- Does your character choose their clothing?
- Does your character's clothing change over the course of the story?
- Makeover montage of the character's dress?

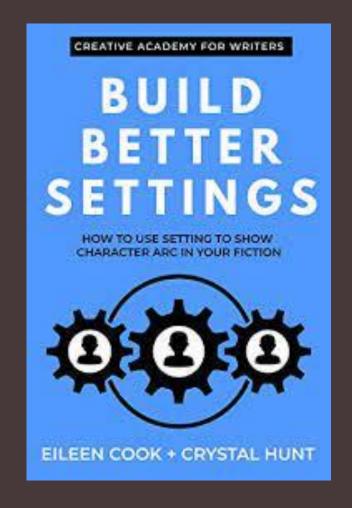


THE MIND

- How we percieve the outside world depends in large part on our internal dialogue
- Emotions are what drive motivation
- Motivation is a push or a pull (or both)
- Setting can be a source of motivation
- Strong emotions drive change



SETTING IS MORE THAN THE BACKDROP OF YOUR STORY





QUESTIONS?

EILEEN COOK HTTPS://EILEENCOOK.COM