

## SETTING STORY ELEMENTS

EDITING A STORY WITH THE 38 FICTIONARY STORY ELEMENTS CREATES EXCELLENCE.

### ● LOCATION

Choosing where a scene happens has a massive impact on how the scene plays out. When describing the location, ask yourself: Is the location important to the plot, characters, or theme?

### ● DATE / TIME

The quicker the reader catches on to the timing, the quicker you'll draw them into the scene.

### ● OBJECTS

Watch a film without props or a backdrop, and you'd probably get confused or bored. You'd be watching actors on an empty stage, which would make it hard to believe what they're trying to portray.

### ● SIGHTS

Use sensory details to keep the "stage" interesting. Do you use sights?

### ● SMELLS

Smells often bring out memories. This can be an interesting way to trigger a flashback or backstory.

### ● SOUNDS

Sounds will help the reader "hear" the scene as it play out.

### ● TASTES

Tastes can be used for many elements such as increasing suspense or developing a character.

### ● TOUCH

Touch is a good way to get the reader fo physically "feel" the story along with the characters.

### ● EMOTIONAL IMPACT

Once you've determined the location of each scene, ask yourself: How can your choice of location resonate with your POV character's emotional state?

### ● LOCATION SPLIT

Determine if any of the scenes should be split into more than one scene.

### ● WEATHER

Weather can set the mood in a scene. You can use it to create tension or contrast.