

Storytelling for Everyone

Week One



Edie Everett & Karon Weber

Sept 16, 2024

All About Plots

Welcome to Storytelling for Everyone

While we wait to begin...

❖ Think about 3 of your favorite stories

Film, book, song, comic, play, myth. article, family tale...

❖ Scribble down a quick synopsis for each

A couple of bullets describing the plot, characters and setting

❖ Pick one to share with the class

This will happen a bit later and thanks in advance for participating!

Welcome to Storytelling for Everyone!

Week 1



All About Plots

Week 2



All About Character

Week 3



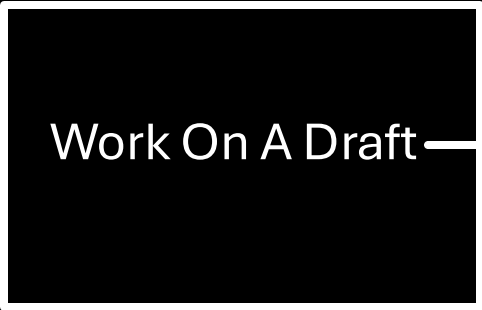
Building Worlds & Environments

Week 4



Visual Storytelling

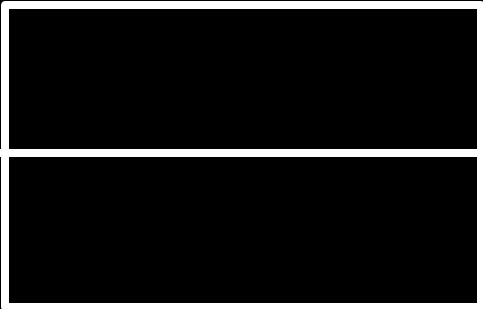
Week 5



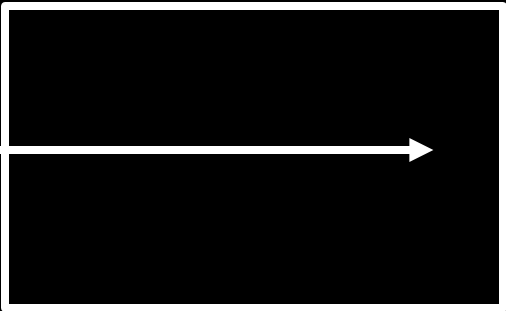
Week 6



Week 7



Week 8



Work On A Draft

Thoughts on Dialogue

Week 1: All About Plots



Stories can come from anywhere

Take A Spoon

Tell us what this is instead

1. Who uses it?
2. What does it do?
3. How does it help the user?

Then please introduce
yourself and say a bit
about what kind of stories you
are interested in writing

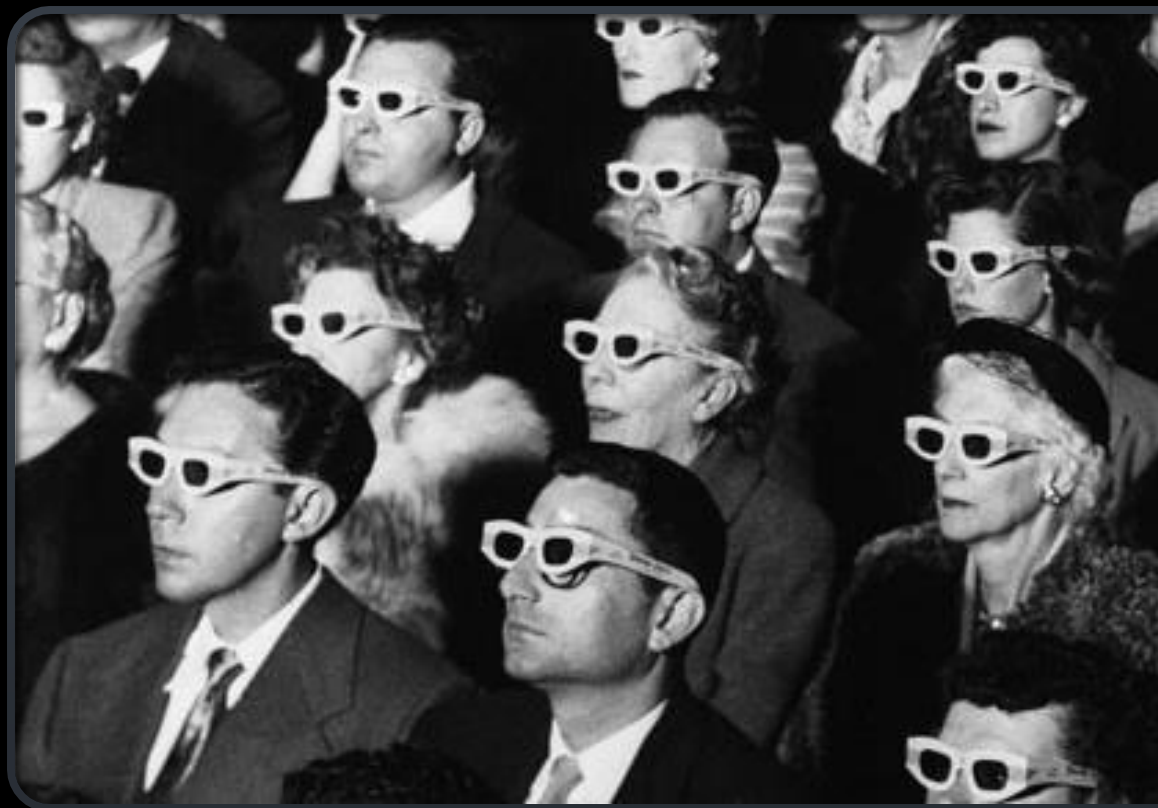


Stories are sense making mechanisms

They assist in enabling a personal relationship to the content to help with understanding

As a storyteller, your job is to make it as easy as possible to understand and care

The goal of telling a story is
to engage your audience



The engagement contract

Storyteller:

- promises a story worth listening to
- owns the lens

Puts the audience in the front row and provides the perspective that makes them care and curious about the characters journey.

Audience:

- will give you undivided attention as long as they are engaged
- owns the interpretation based on what they hear/see
- owns the decision if a story is good

Bring their personal experiences, cultural backgrounds and individual interpretations to the narrative which influences the meaning and experience of the story.

Study

- People listened to the same story at different times and locations.
- Their heartbeats were captured during the experience.

Finding:

- The heartrates of the people during the same parts of the story went up and down together.

Story drives the heartbeat.

MIND AND MATTER: SUSAN PINKER

Storytelling Makes Hearts Beat As One

Research shows that listening to the same narrative leads our heart rates to rise and fall in unison

By Susan Pinker

Oct. 9, 2021 at 12:02 pm ET

Share

Resize

Listen (2 min)

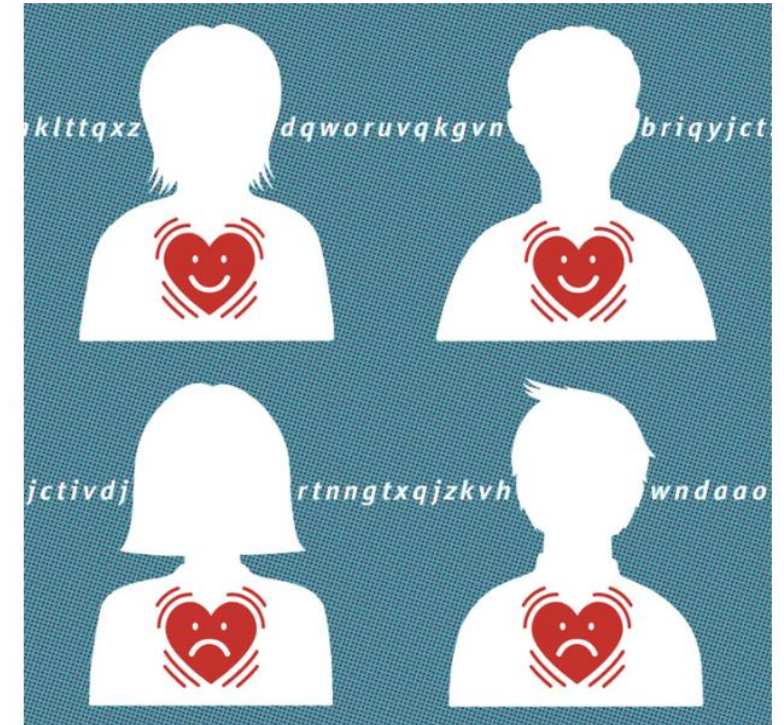


ILLUSTRATION: TOMASZ WALENTA

Psychologist Susan Pinker explores new discoveries in the science of human nature. Read previous columns [here](#).

A human heart is so much more than an organ. No one says they left their pancreas in San Francisco, for example, or that two kidneys beat as one. Yet

Storytellers work from 3 answers

Who is your audience? (Never everyone)

People who like ...

Historians

Children

Executives

Will they care to listen?

Entertainment

Evidence

Education

Economics

What are you persuading them to do?

Laugh, scream,
buy in

Cultural preservation

Be curious,
learn more

Invest and fund

How to engage the audience?

Is it timely?

Are you adding something new to a known story?

Does it have a unique angle or perspective?

Does it ask users to act or express opinions?

Is it shareables?

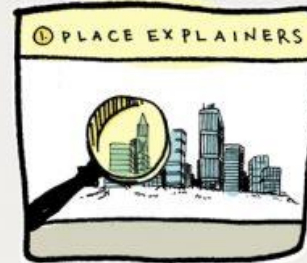
Does it celebrate an idea, person or place?

9 TYPES OF LOCAL STORIES THAT CAUSE ENGAGEMENT



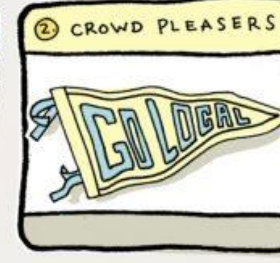
Local areas are saturated with news. But *Major Breaking News* stories are the BIG stories that affect the lives of a local area as a whole.

Ex. Hurricane Sandy Makes Landfall.



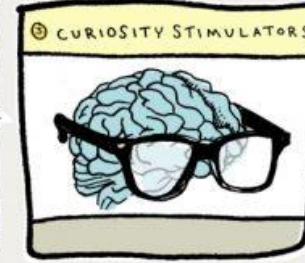
Every city has traits, quirks, mysteries and habits begging to be dissected. *Place Explainers* shed light on these questions.

Ex. Why Does Seattle Have So Few Kids and So Many Dogs?



Locals love to brag about their area. *Crowd Pleasers* zero in on that feeling of pride by highlighting positive news and local successes.

Ex. Seattle Ranked 2nd-best City in the Country.



A *Curiosity Stimulator* is something geeky, unusual, remarkable, unbelievable or clever that's tied to your local area.

Ex. A Rideable 4,000-pound Spider-Robot Being Built In Somerville.



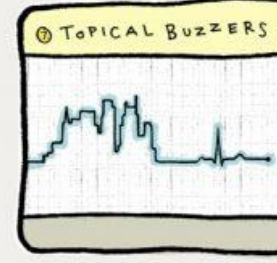
News Explainers take local stories and make sense of them for people. They illustrate why or how something happened.

Ex. Everything You Need to Know About California's Ballot Measures.



Think "awww," think "awesome," think "hilarious." Most of all, think positive: *Feel-Good Smilers* are made up of happy or funny stories.

Ex. Newborn Orca Calf Reported in Puget Sound.



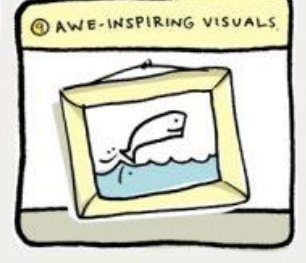
A *Topical Buzzer* is the local story everyone's talking about right now. The key is timing: You must create it as people are buzzing.

Ex. Space Shuttle Endeavor Arrives in California.



When people encounter a *Provocative Controversy*, two things happen: they get ticked off and highly opinionated.

Ex. Backlash After State Kills Entire Pack of Wolves.



People love beautiful images of their town, city or state. *Awe-Inspiring Visuals* capture that wonderment through photos and videos.

Ex. Video: A Stirring Time-lapse of Pacific Northwest Scenes.

ILLUSTRATIONS BY RUSS GOSSETT. © 2012 NPR DIGITAL SERVICES

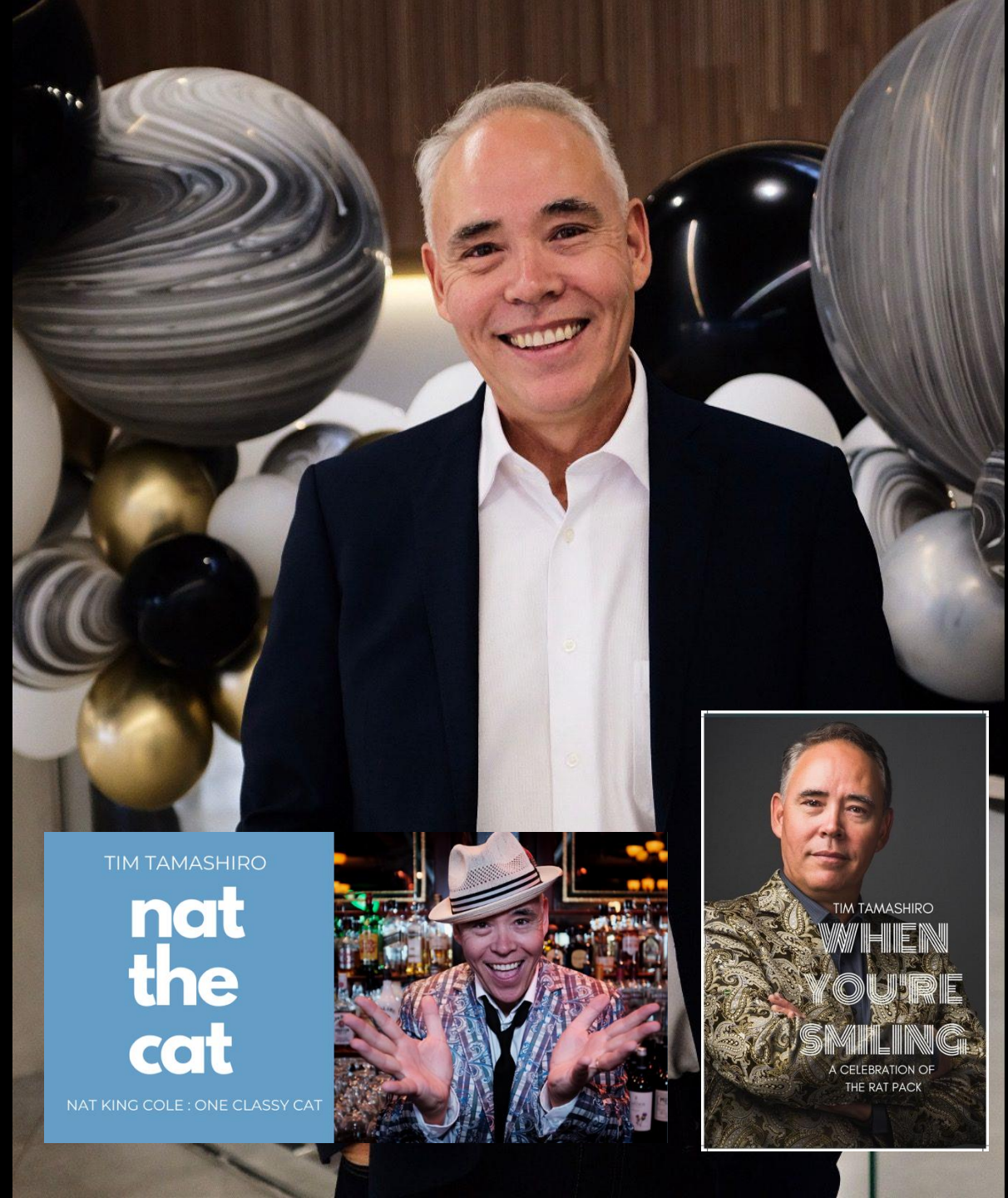
From NPR

Example: Tim Tamashiro

CBC Radio Host

“Early in my training, the coaches taught me that there are only four kinds of stories to tell on the radio: ... **“head, heart, pocketbook and transformation** radio stories would be the focus of the narratives I would tell. The stories I would write and share each day would make the listeners think and feel...”

“The coaches inspired me to find tales that would matter to the listeners. The stories needed to be meaningful. I worked very hard to find ones that related to the songs, and the songwriters. **When I found a story, I would figure out a meaningful way to understand why it felt meaningful to me. Did it share facts or an emotion?** My challenge was to write each story and to deliver it on the radio so that it delighted the audience.”



3 Story Building Blocks

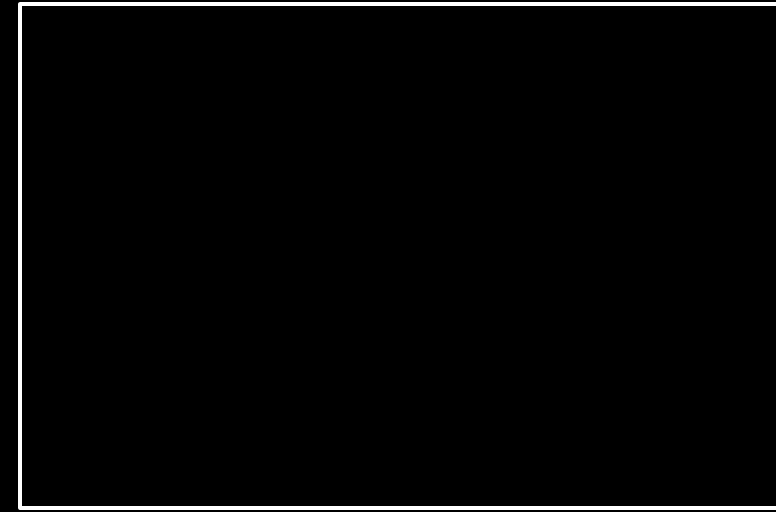
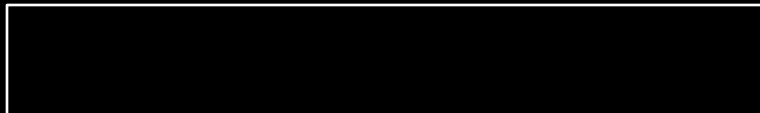
The Character(s)

+

The World the Story
Takes Place In

+

The Challenges they
Encounter



Imagine a story

The Character(s)

+

The World the Story
Takes Place In

+

The Challenges they
Encounter

.....



Rocks with holes in them



Oregon Coast



An Array of Possibilities

Some Oregon Piddock Stories We Could Tell

1. Personal: curiosity



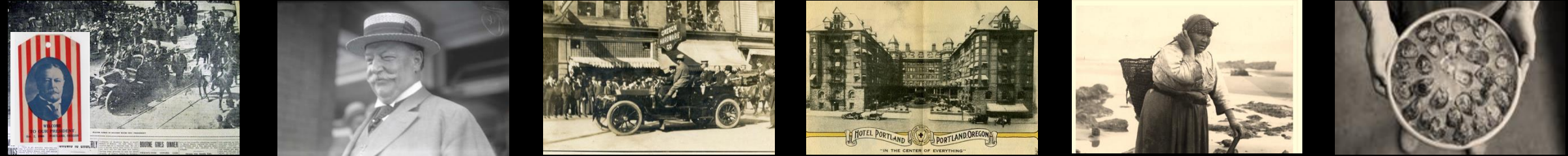
2. Scientific: academic



3. Cultural: what role did it play



4. Historical: brush with greatness



5. First Person Perspective; what does it feel like?



Story Cubes

Stringing together elements
to make a story



Break into groups

Take a set of cubes

Shake them to reveal
your elements

Write a story that
uses all of the elements



Your Story Cubes

The Character(s) +

The World the Story
Takes Place In +

The Challenges they
Encounter



Let's Hear Your Story

The Character(s) +

The World the Story
Takes Place In +

The Challenges They
Encounter

A large, empty rectangular box with a thin black border, intended for writing the character(s) of the story.A large, empty rectangular box with a thin black border, intended for writing the world the story takes place in.A large, empty rectangular box with a thin black border, intended for writing the challenges the characters encounter.

Stories work when the hero grows

WANT

The motivation behind the Hero's goal.
What the hero desires and believes will make them happy.



FLAW + LIE

What personal characteristic (FLAW) combined with personal belief (LIE) is preventing the hero from achieving their goal

NEED

What will make the hero happy?

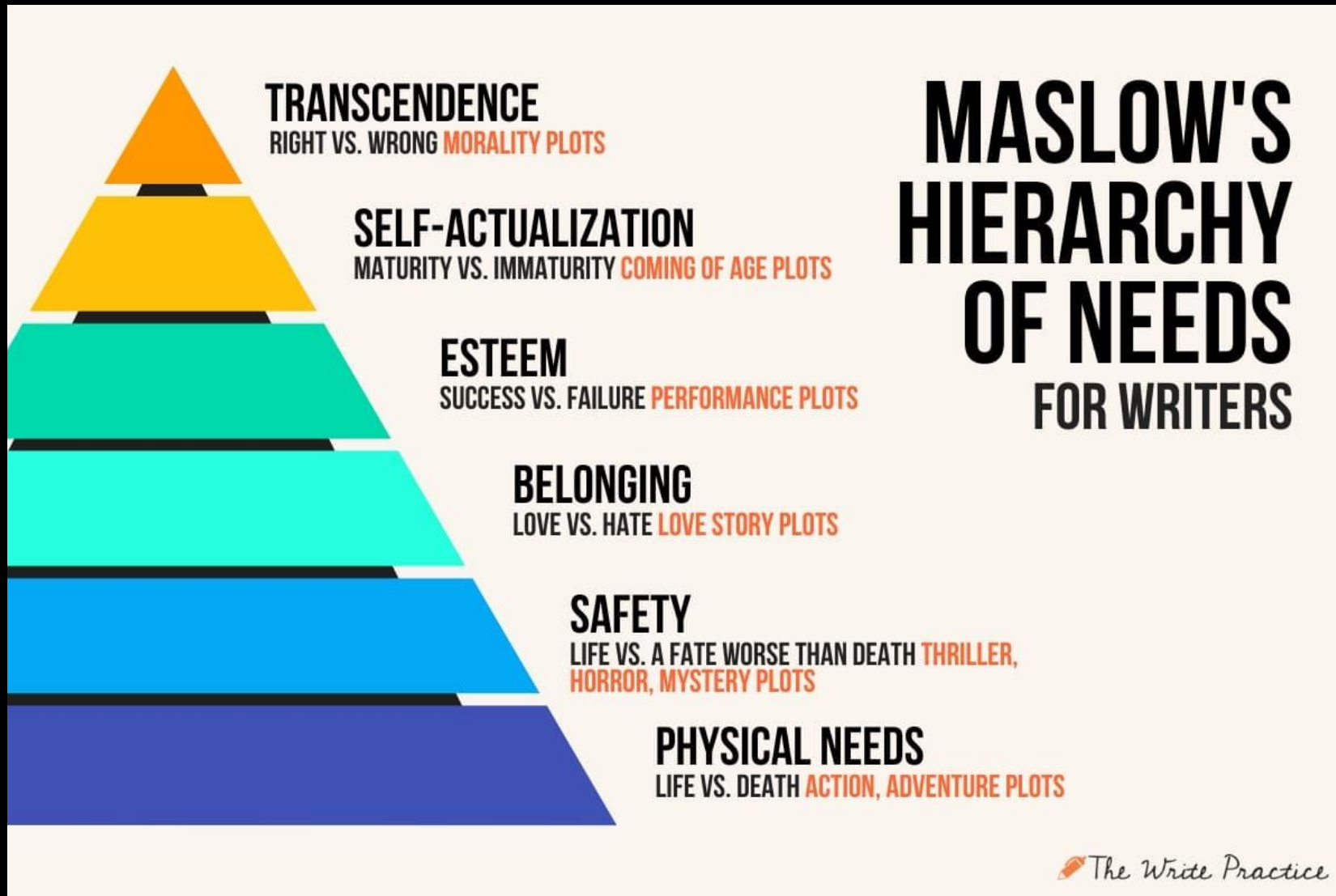
The NEED overcomes the hero's flaw and counters the LIE they've believed up until the climax of the story. Recognizing this need is what prompts the hero to change.

Acting on this need is what allows them the triumph in the end.



** Original goal may or may not be met.*

Themes: Thriving and Surviving



Physical,
Spiritual
Relational

- People care about how people survive and thrive
- Products that enable thriving and surviving sell

The bigger character growth -- the better the story

Overcoming The Monster

A protagonist faces an evil force or antagonist and decides to confront and defeat this enemy to restore balance and safety.

Comedy

Misunderstandings, mistaken identities, or confusing situations that create humorous scenarios. Often the confusion or conflict is eventually resolved, leading to a happy ending.

Rags to Riches

The protagonist begins in a lowly state and achieves a significant transformation through a series of events, often involving wealth, status, or power.

Tragedy

The protagonist's fatal flaw causes their downfall or a series of unfortunate events. Constructed to inspire sympathy in the audience.

Quest

Journey towards a specific goal or experience. Often, overcoming obstacles leads to personal growth and self-discovery.

Rebirth

The protagonist experiences a massive transformation, often spurred by a realization or event that changes their perspective or lifestyle.

Voyage & Return

The protagonist embarks on a journey to an unfamiliar world. They face trials and tribulations throughout their journey before ultimately returning home, often changed or enlightened by their experiences.

Quest Example: Raiders of the Lost Ark

Stories work because they take you inside a character's quest trying to accomplish something

Character's evolution as they encounter and overcome the obstacles in their way until they get what they need.

BASIC STORY MAP

PROTAGONIST: INDIANA JONES, teacher and archaeologist

Skill: Fearless adventurer and archaeologist

Misbehavior: Impulsive and clumsy

Achilles Heel/Flaw: Afraid of snakes

EXTERNAL GOAL: To recover the Ark of the Covenant

INTERNAL GOAL: To protect Marion and respect the Ark

MAIN DRAMATIC CONFLICT: Belloq/ the Nazis

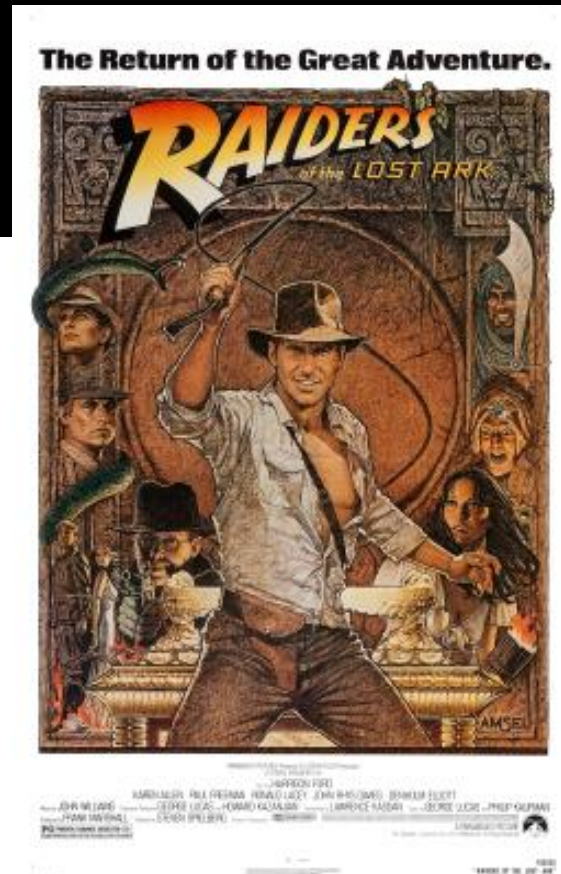
THEME: Respect for the supernatural

CENTRAL DRAMATIC QUESTION: Can Indy recover the ark from the Nazis?

ENDING: The ark is opened and Indy closes his eyes, saving himself and Marion.

ARC: Indy goes from a lone, jaded atheist to a loving boyfriend and believer.

LOGLINE: A fearless archaeologist teams up with his scrappy, jaded ex-girlfriend to hunt down and capture a religious relic before the Nazis can obtain it.



Pick one of your stories and summarize

**What is the
Theme?**

**What kind of
Story?**

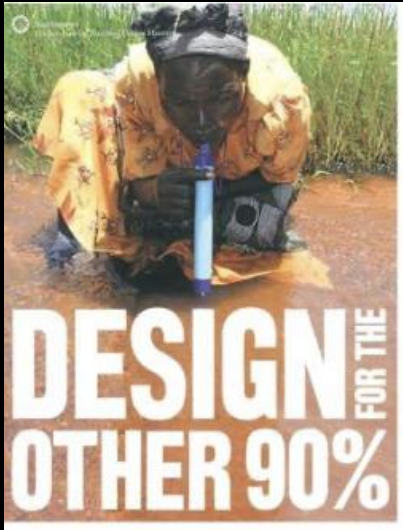
**Who is the
Protagonist?**

**What is their
Want?**

**What is their
Need?**

**How do they
Evolve?**

One of my favorite stories



From Design for the Other 90%

In 2011, Designers Cynthia Koenig and Shradha Rao from Wello Design took on a project to help improve people's access to clean water in India.



Rajasthan. India

PROBLEM TO SOLVE

Water collecting impacts many rural women's ability to do anything else, including getting an education, earning income and often interrupting their children's schooling.



USER RESEARCH

Interviewed 1500 community members, researchers and experts.

DESIGN GOAL

Improve the experience of collecting and storing water.

KEY FINDINGS

25 percent of these women's time each day is spent collecting water.

Many must trek up to five miles daily to the nearest water source with large, heavy plastic containers balanced on their heads.

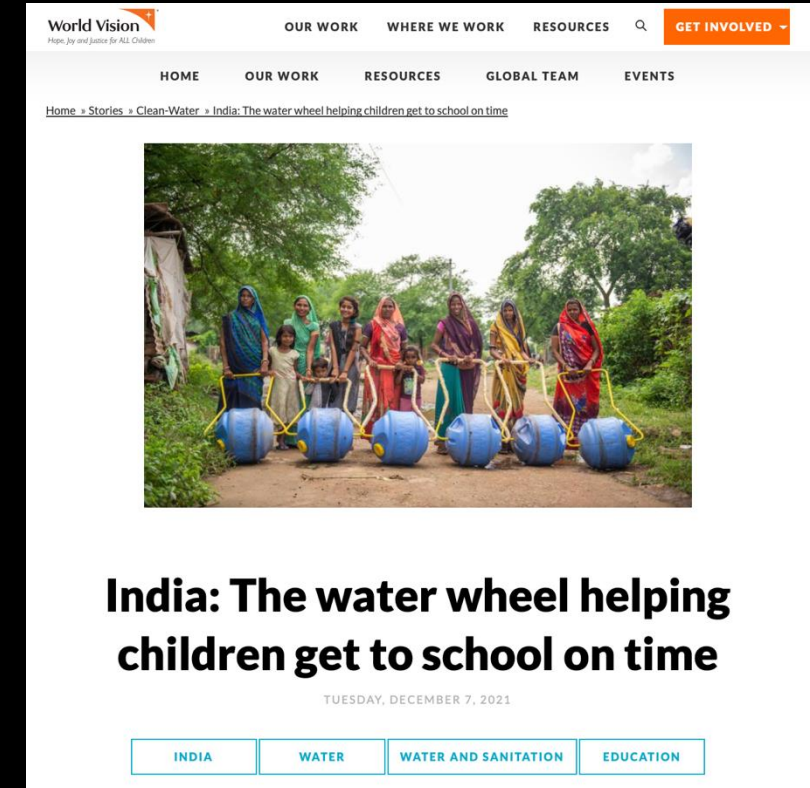


Solution: The Water Wheel

- 45L capacity is 2-5X more efficient
- Ergonomic design reduces physical strain
- Food grade material supports water storage
- Balanced size and shape increases performance on tough terrain
- Built-in handholds allow for better handling while filling and emptying.



Articulated goal enables measuring impact



Design supported the entire end to end user journey



Launched in May 2015, in partnership with with HDFC Bank, the WaterWheel has been distributed to 12,000 people in the most remote parts of India [May 2022]

Why is this an engaging story?

5 Key Components



Observation and Detail

Brings to life the details and sparks curiosity and caring. It's a subject that most people haven't thought about.

Emotional Resonance

Taps into core emotions and the content is relatable and memorable. Gives runway for exploring the the emotional core of an experience.

Structure and pacing

It has a beginning; middle and ending delivered in a manner that keeps the audience engaged.

Characters and World Development

Well crafted characters can make even everyday events compelling. Make them interesting!

Theme and message

Themes give stories purpose and drive the message

How Stories Work

1. Make you care
2. Impel you to ask questions
3. Answers grow interest and lead to the next question

THE STORY SPINE

THE SIMPLE FOUNDATIONS OF MANY STORIES

BEGINNING

1 ONCE UPON A TIME...

2 EVERY DAY...

THE EVENT

3 BUT, ONE DAY...

MIDDLE

4 BECAUSE OF THAT...

5 BECAUSE OF THAT...

6 BECAUSE OF THAT...

THE CLIMAX

7 UNTIL FINALLY...

END

8 AND, EVER SINCE THEN...



INTRODUCTIONS

AND ROUTINE



ROUTINE IS
BROKEN

CONSEQUENCES



...



SUCCESS OR
FAILURE

NEW
ROUTINE

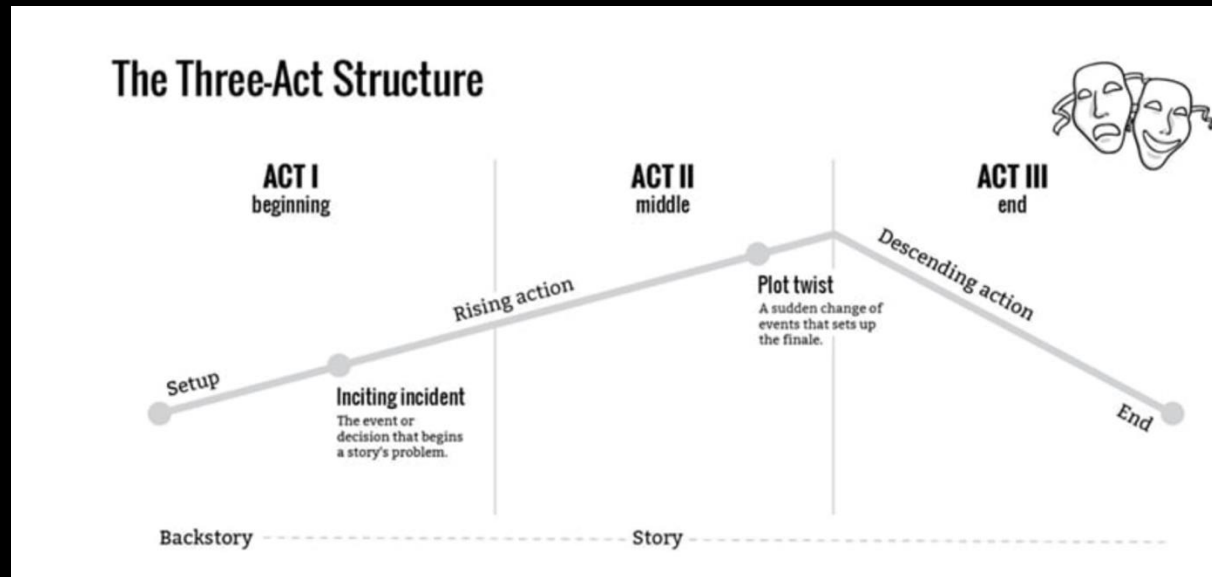


Why is this an engaging story?

Evolution in 3 acts



Discovery: Water collection task disadvantages women and disrupts quality of life

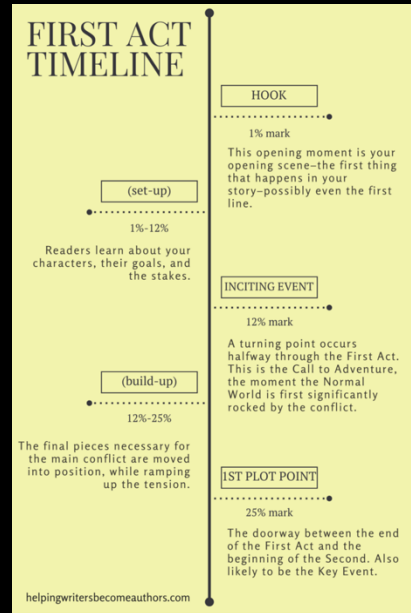


Journey: the messy learning phase that included the research and trial and error in design and manufacture

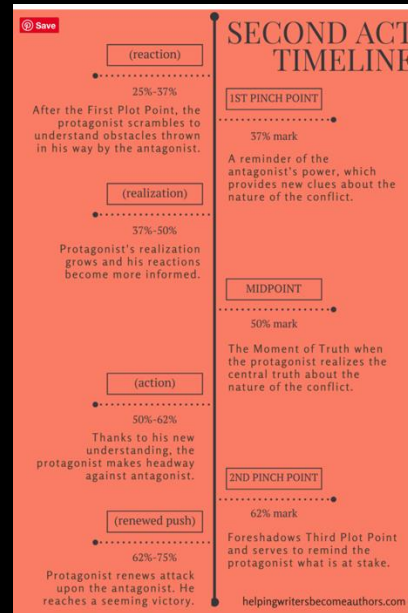


Resolution: Change in form improved function that led to call to action.

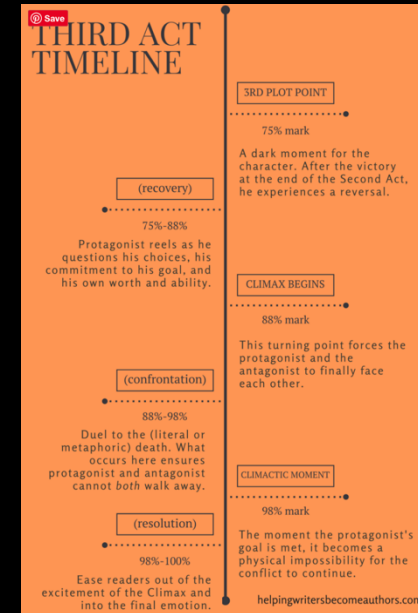
The 3 Act Structure



•**Act One:** The introduction of the characters, their back story, their world and a snapshot of the landscape that has sent them on this journey.

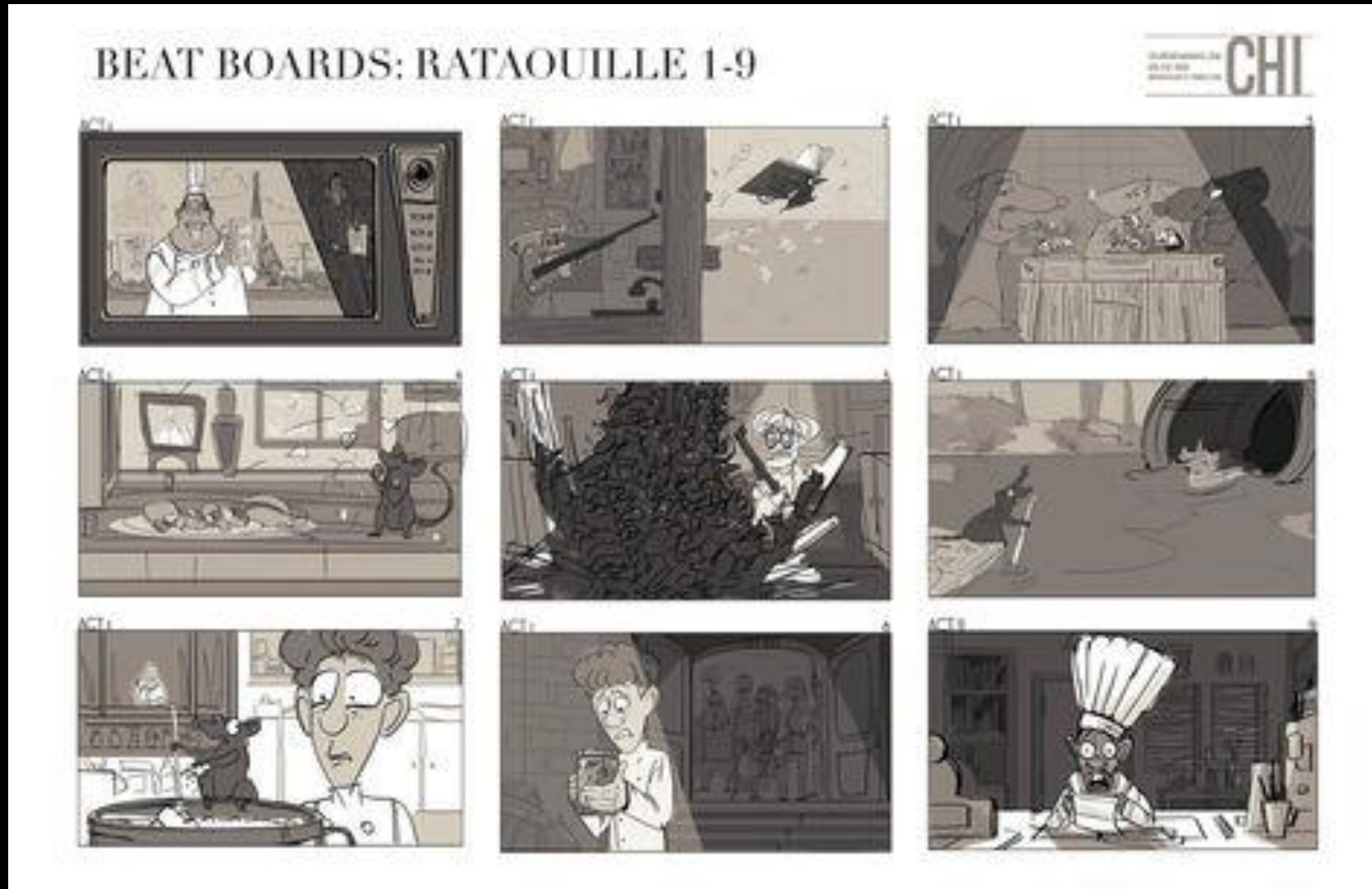


•**Act Two:** Brings the choices and actions the main character must make as they attempt to overcome the escalating obstacles in front of their goals



•**Act Three:** The final test of the main character which resolves with growth of the main character.

Beats: Moments of activity that move the story forward



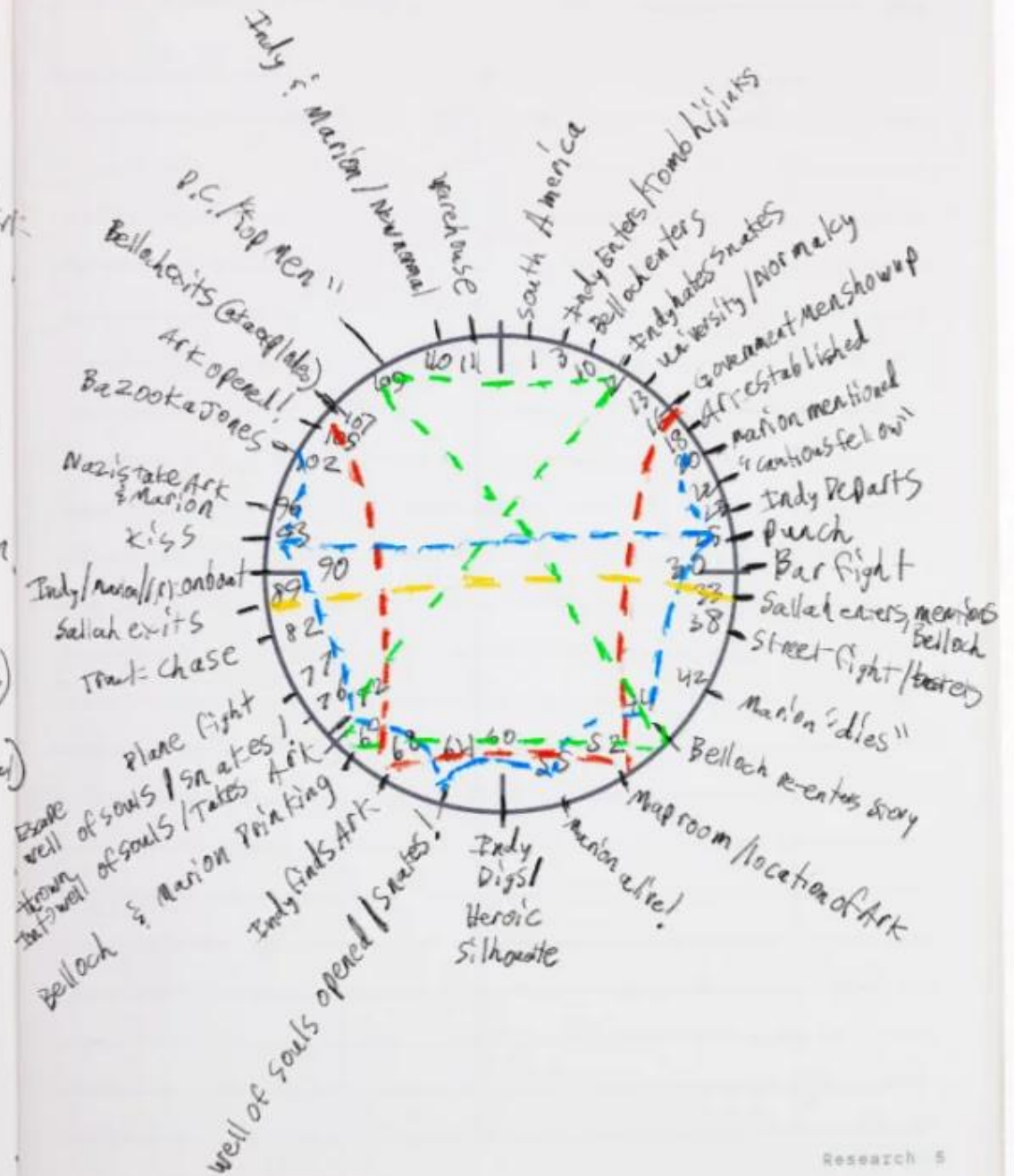
Beat Sheets

SAVE THE CAT! BEAT SHEET

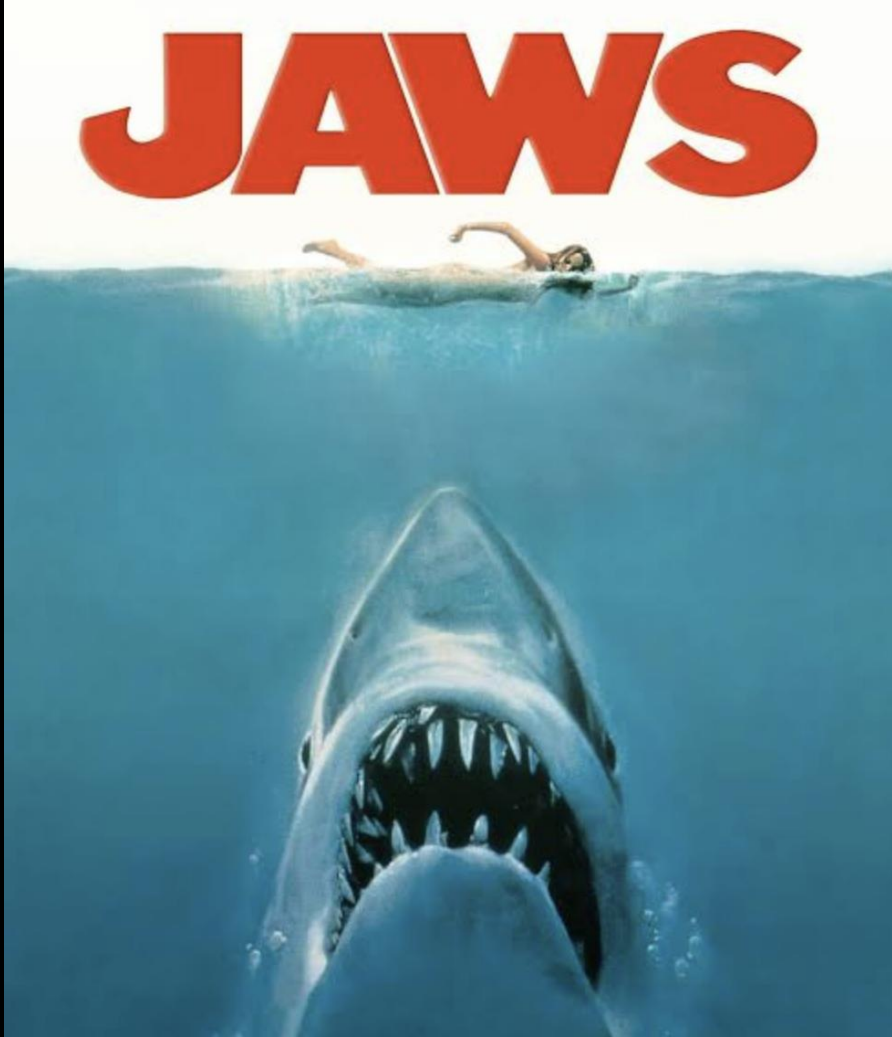
	SETUP				DEBATE			
ACT 1	OPENING IMAGE	THEME STATED			CATALYST			BREAK INTO 2
	FUN AND GAMES							
ACT 2A	B STORY							MIDPOINT
	BAD GUYS CLOSE IN				DARK NIGHT OF THE SOUL			
ACT 2B					ALL IS LOST			BREAK INTO 3
	FINALE							
ACT 3	GATHERING THE TEAM	EXECUTING THE PLAN	HIGH TOWER SURPRISE	DIG DEEP DOWN	EXECUTION OF THE NEW PLAN	FINAL IMAGE		

TITLE	RUNTIME
Raiders of the Lost Ark	1 52

TIME	EVENT	TIME	EVENT
1:00	South America	1:07	Marion's Bellah Drinking
3:30	Indy enters Tomb hijinks	1:12	Bellah throws Min's in air
10:00	Belloch enters	1:16	Escape w/ Snakes!
12:30	Indy hates Snakes	1:17	Plane fight
13:00	University / Normalcy	1:22	Truck Chase
16:00	Government Men show up	1:30	Sallah exits
18:00	Ark established	1:31	Indy / Marion / Ark about
20:00	Marion mentioned	1:33	Indy's Marion Kiss
22:00	Indy a "cautious fellow"	2:36	Nazis take Ark / Marion
23:00	Indy Departs	1:42	Bezooka Jones
25:00	Marion enters / punches Indy	1:45	Ark opened
30:00	Bar Fight	1:47	Belloch "exits" (explodes)
33:00	Sallah enters / Bellah Men	1:49	D.C. "Top men"
38:00	Street Fight	1:50	Indy's Marion (Germinal)
42:00	Marion "dies"	1:51	Warehouse
44:00	Belloch Re-enters Story		
52:00	Map room / location of Ark		
85:00	Marion Alive!		
1:00	Indy digs / hero shot		
1:04	Well of souls / Snakes!		
1:08	Indy finds Ark		



Beat Choreography



Three guys take on a shark to save a beach community



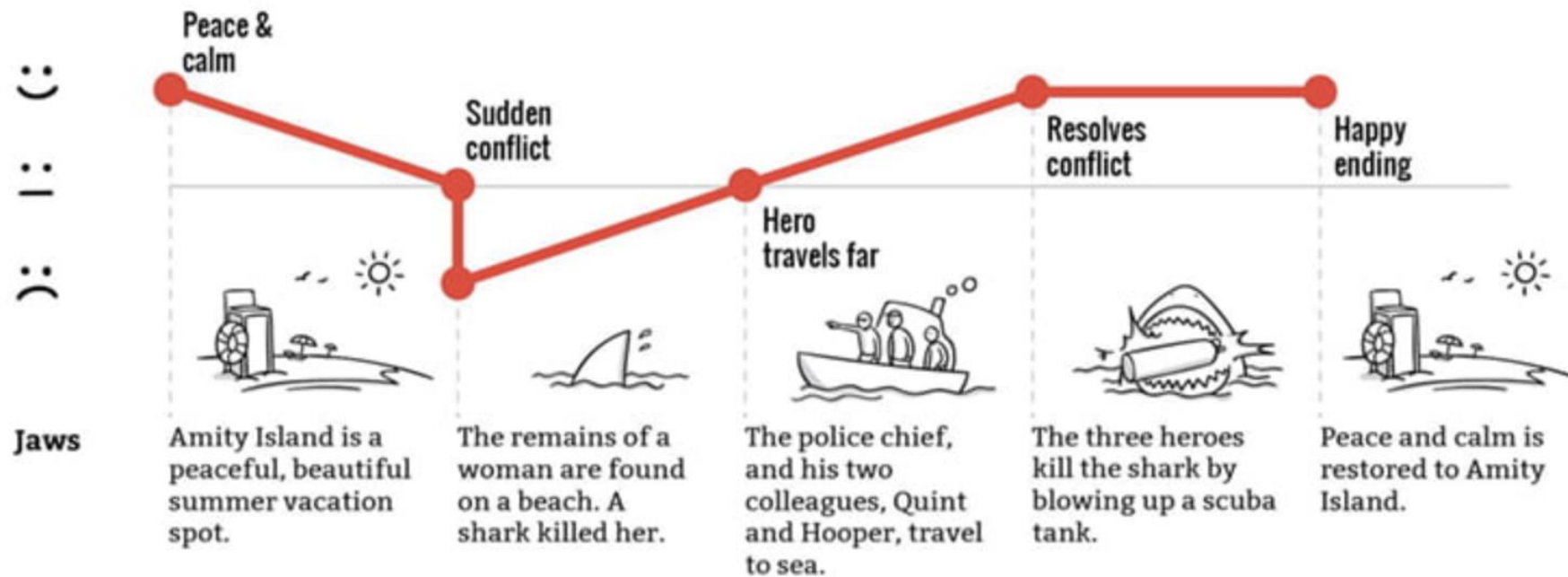
As experienced at a beach community drive-in



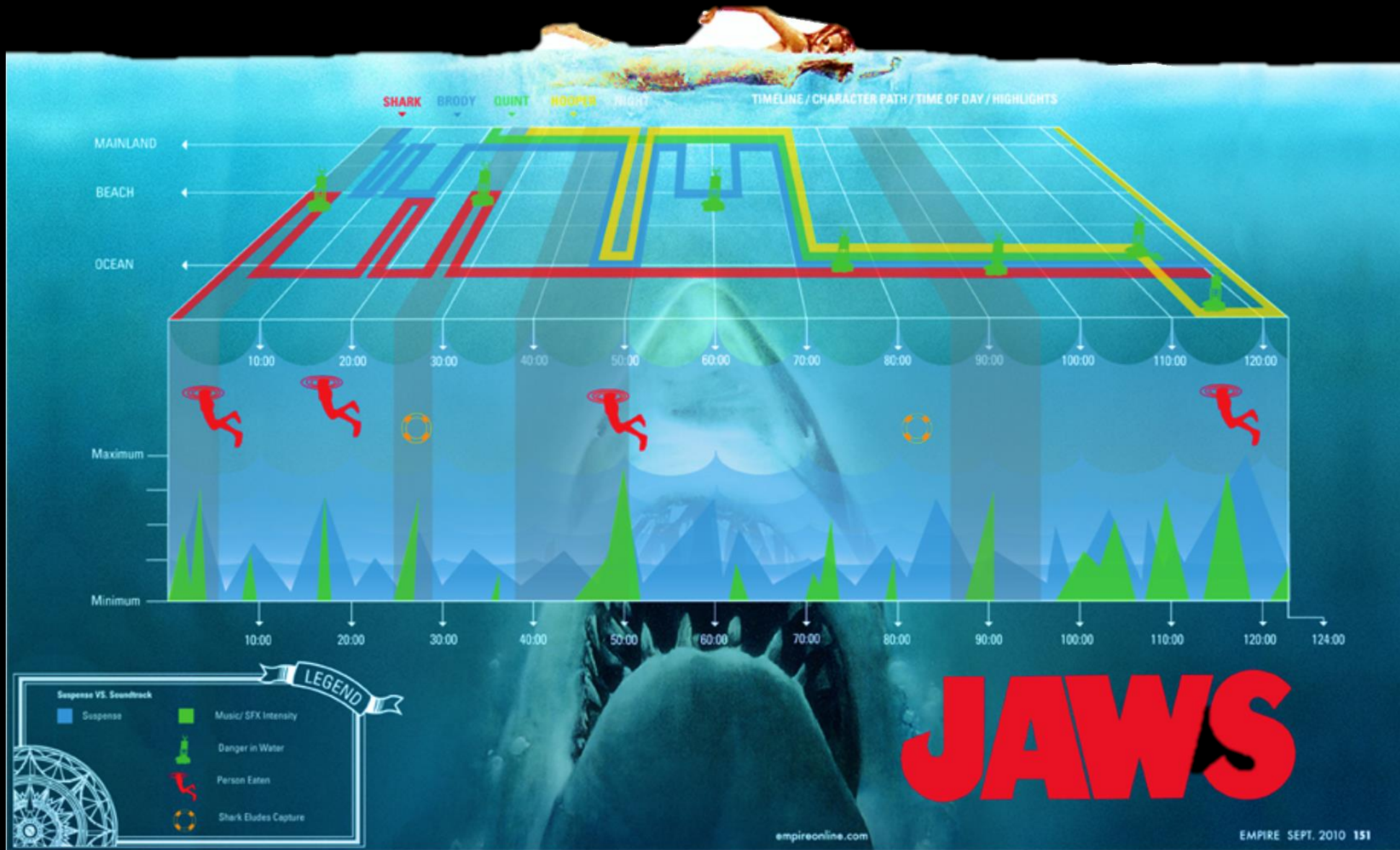
<https://www.youtube.com/watch?v=YlhxglZJSbk>

Each step takes the audience on a journey

Overcoming the Monster



Choreographing the audience experience



Theory and Practice

Kurt Vonnegut

“The Shapes of Stories”



<https://www.youtube.com/watch?v=oP3c1h8v2ZQ&t=10s>

Using questions to drive the action forward

The Drama

One fine day...
Maybe everything isn't perfect, but we're doing okay.

The Challenge

Out of nowhere comes a problem we can't ignore.

Descending Crisis
As we grapple with the problem, things go from bad to worse until we hit Rock Bottom.

Happiness

The Worst
We lie there awaiting the end. All hope is lost.

Rock Bottom

The Discovery

Wait a minute, what's this?
We suddenly see a way out.

The Rise
Through abilities we never knew we had, we fight our way back to the surface.



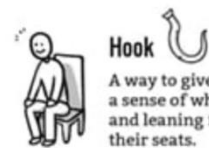
The Lesson

We come away with a new gift that we'll never forget.

The Return

We don't just make it home, we burst through into a whole new world of possibility.

Hook, Meat and Payoff



Hook

A way to give the audience a sense of what's coming and leaning forward in their seats.

i.e. rhetorical question, provocative statement, personal story.

engage

understand



Meat
A way to easily organize the presentation so that the audience know where they are and could follow along.

i.e. list, timeline.

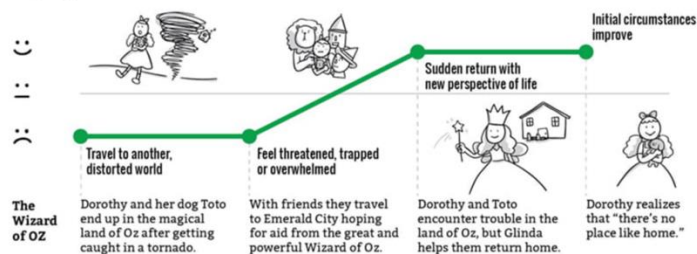
remember

Payoff

A call to action that invites the audience to participate.

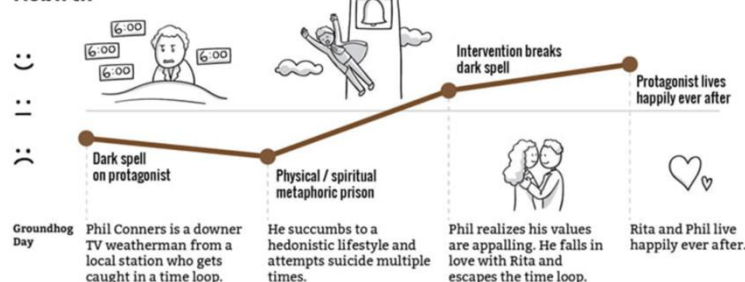


Voyage and Return

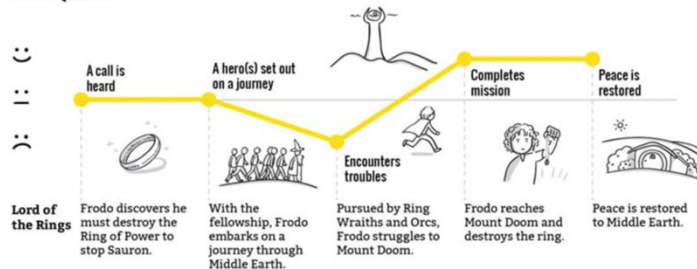


Once upon a time there was (blank)
 Everyday (blank)
 One day (blank)
 Because of that, (blank)
 And because of that (blank)
 Until finally (blank)

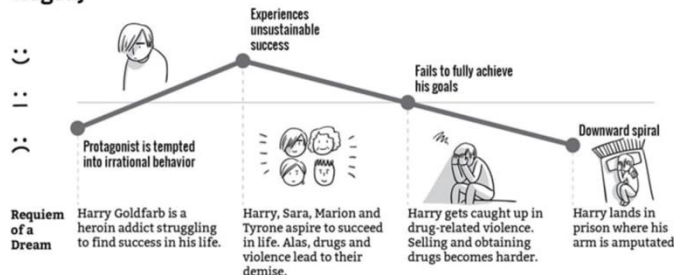
Rebirth



The Quest



Tragedy



Christopher Booker's seven story archetypes

Pick one of your stories

Once upon a time there was (blank)

Everyday (blank)

One day (blank)

Because of that, (blank)

And because of that (blank)

Until finally (blank)

Share With Us

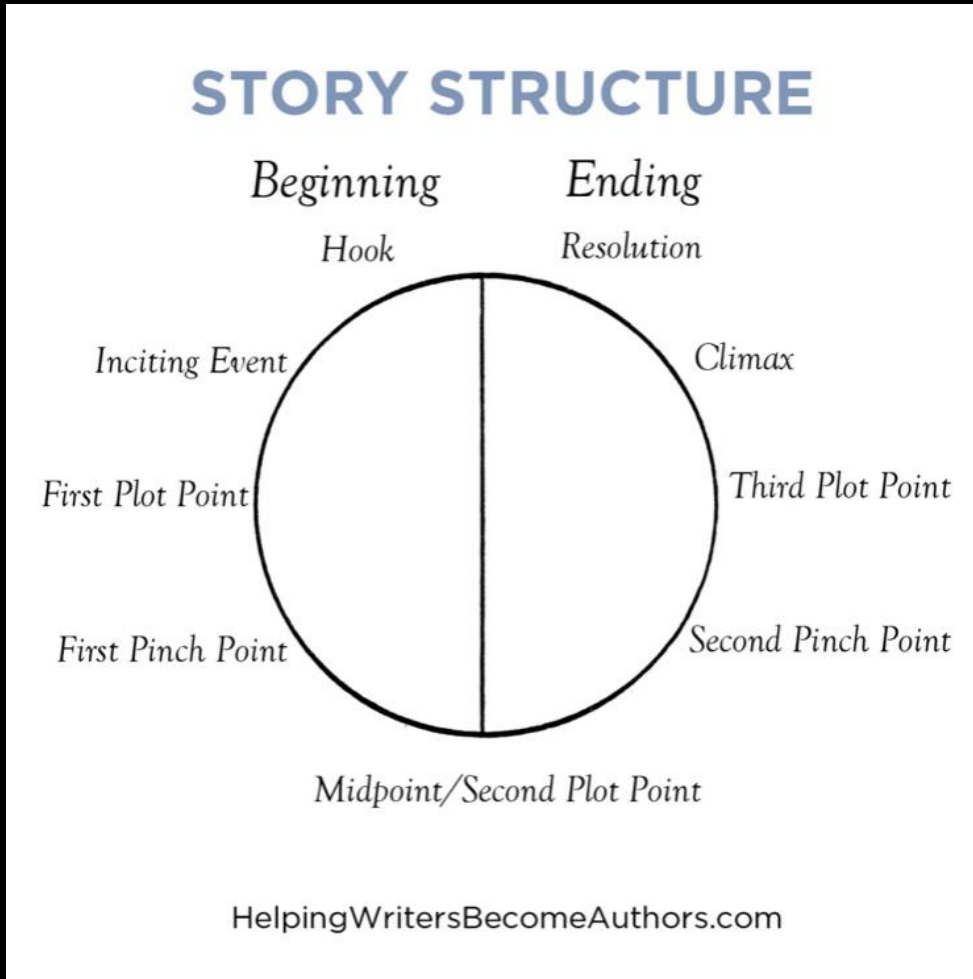
Once upon a time there was (blank)
Everyday (blank)
One day (blank)
Because of that, (blank)
And because of that (blank)
Until finally (blank)

The Matrix of Story Structure

	ACT I				ACT II-A			ACT II-B			ACT III		
CHRIS VOGLER	Ordinary Call to World Adventure	Refusal of the Call	Meeting the Mentor	Crossing the Threshold	Tests, Allies and Enemies	Approach to Innermost Cave	Ordeal, Death and Rebirth	Reward (Seizing the Sword)	The Road Back	Resurrection	Return with the Elixir		
	ORDINARY WORLD Separation				SPECIAL WORLD Descent			SPECIAL WORLD Initiation + Crisis			ORDINARY WORLD Return + Climax		
	Limited Awareness	Increased Awareness	Reluctance to Change	Overcoming	Committing	Experimenting	Preparing	Big Change	Consequences	Rededication	Final Attempt	Mastery	
NIGEL BLAKE	SET-UP	DEBATE		FUN AND GAMES			BAD GUYS CLOSE IN		ALL IS LOST	DARK NIGHT OF THE SOUL	FINALE		
	Opening Image	Catalyst		Stakes Raised			Timeclocks Appear				Final Image		
DAN HARLOW	Stasis	Trigger		The Quest		Surprise	Critical Choice	Climax	Reversal	Resolution			
	COMFORT ZONE	NEED FOR SOMETHING		UNFAMILIAR SITUATION		SEARCHING AND ADAPTING	FINDING A SOLUTION	PAYING THE PRICE	RETURN TO FAMILIAR SITUATION	CAPABLE OF CHANGE			
SYD FIELD	Set-Up				Confrontation						Resolution		
GEORGE LUCAS	INTRODUCE THE CHARACTERS				INTRODUCE THE PROBLEM						SOLVE THE PROBLEM		
PAUL GULINO	Introduction, Orientation, Present a Puzzle, Arouse Audience's Curiosity	Response to Incident; Larger Problem Introduced		Hero is driven to solve the problem; First attempt		Probability of actual resolution	New characters or subplots	Reframing of main tension; calm before the storm	Increasingly high stakes, frenzied pace, "All is lost" moment		Final solution triggered by major twist		
THE AUGUSTINE BIBLE OF HIPPO	Posse peccare, posse non peccare (POSSIBLE TO SIN, POSSIBLE TO NOT SIN) ◀ BEFORE THE LAW ▶ Creation			Non posse non peccare (NOT ABLE TO NOT SIN) = UNDER THE LAW = Fall			Posse non peccare (POSSIBLE TO NOT SIN) = UNDER GRACE = Salvation			Non posse peccare (NOT POSSIBLE TO SIN) ◀ FULL AND PERFECT PEACE ▶ Eternity			
BILLY THOMAS	PRIMITIVE INTEGRITY				ENTIRE DEPRAVITY			BEGUN RECOVERY			CONSUMMATE HAPPINESS		
WILDER	Put a character up in a tree.				Set the tree on fire.						Get the character down from the tree.		
FREDRICK SCHLEGEL	PROPOSITION				ARGUMENT						RESOLUTION		
SCIENCE	PROBLEM		RESEARCH		HYPOTHESIS		EXPERIMENT		ANALYSIS		CONCLUSION		
STEVE DUNCAN	Premise Goals and Obstacles Inciting Incident	Deliberation Questioning Turning Point		Brave New World Resisting Change Fish out of Water		Gaining New Skills Harder Obstacles Overcoming	Pushed to the Limit Seeking Truth Failure	On the Run Off-Balance Urgency	Epiphany Realization Recommitment		Final Confrontation Dénouement Glimpse of the Future		
ROBERT CARLSON'S ULTIMATE STORY STRUCTURE CHART 2015 v2.0													

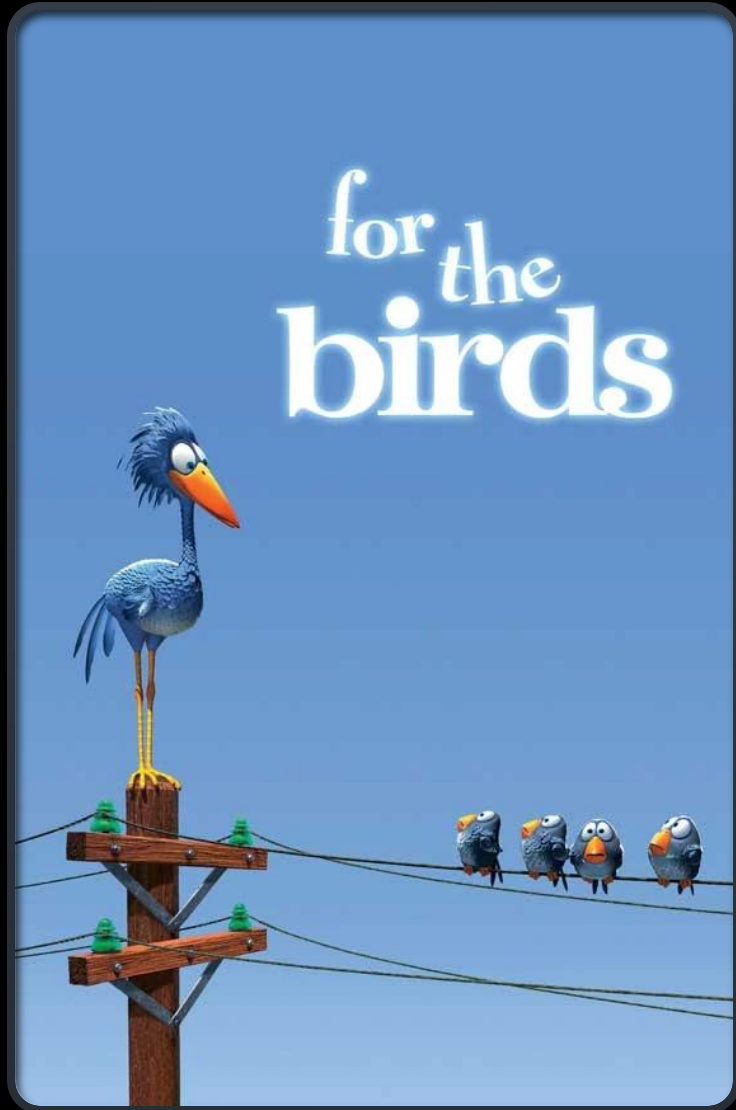
THANK YOU, ROBERT CARLSON!

Story Structure



- **Hook:** the question/hero is in opposite position from story end
- **Inciting incident:** something changes from the norm
- **First plot point:** propels the character to enter the story
- **Pinch:** Something goes wrong, character has to solve problem
- **Midpoint:** Character moves from reaction to action
- **Pinch 2:** Something goes very wrong
- **Second plot point:** Lowest point, all hope is lost
- **Third plot point:** Final turning point, ultimate confrontation
- **Climax:** Highest point of conflict
- **Resolution:** End state/ hero is in opposite position from start

Story Structure

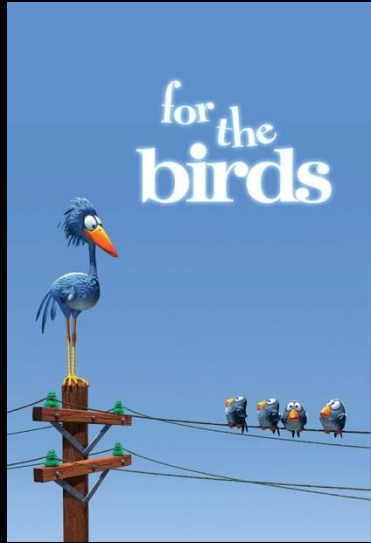


- Hook
- Inciting incident
- First plot point
- Pinch
- Midpoint
- Pinch 2
- Second plot point
- Third plot point
- Climax
- Resolution

Example: For the Birds



<https://www.youtube.com/watch?v=pWIVoW9jAOs&t=1s>



ACT 1



Hook



Inciting Event



1st Plot Point

ACT 2



1st Pinch Point



Mid Point/2nd Plot Point



2nd Pinch Point

ACT 3



3rd Plot Point



Climax



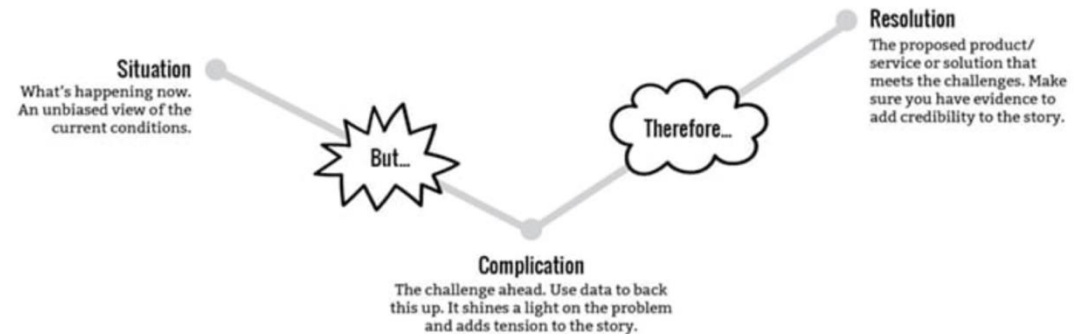
Resolution

Always driving towards a resolution

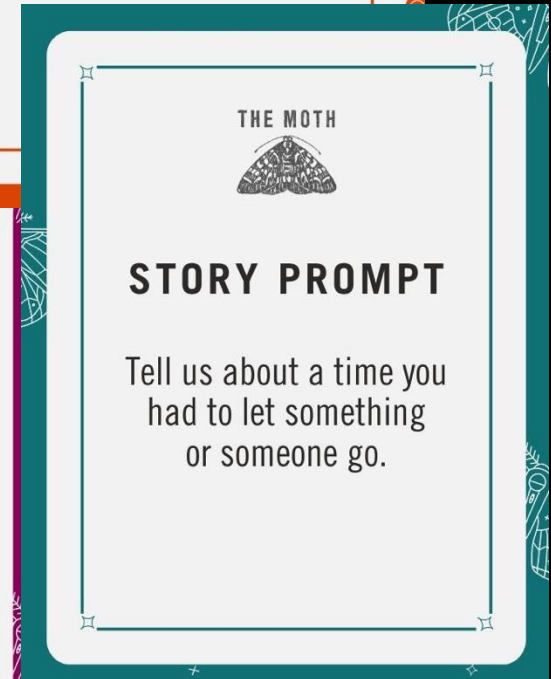
Situation-Opportunity-Resolution



Situation-Complication-Resolution



Your Turn with the Moth Deck



Build a beat board for your moth story

- Hook
- Inciting incident
- First plot point
- Pinch
- Midpoint
- Pinch 2
- Second plot point
- Third plot point
- Climax
- Resolution

Let's Share Our Stories

Say Hello To The Class Project!

Week 1



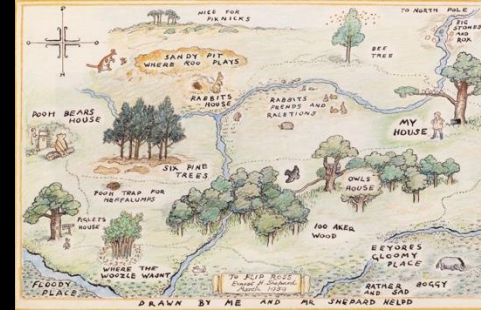
All About Plots

Week 2



All About Character

Week 3



Building Worlds &
Environments

Week 4



Visual Storytelling

Week 5

Work on a draft

Week 6

Time, feedback
and support

Week 7

Time, feedback
and support

Week 8

Present a draft



Hope:

Everyone creates a story to share during the last class

Project Directions:

Book

Storyboard pitch

Graphic novel

Pitch Deck

Pecha Kucha

Script

Short video

Better idea ...



Drawing for Everyone

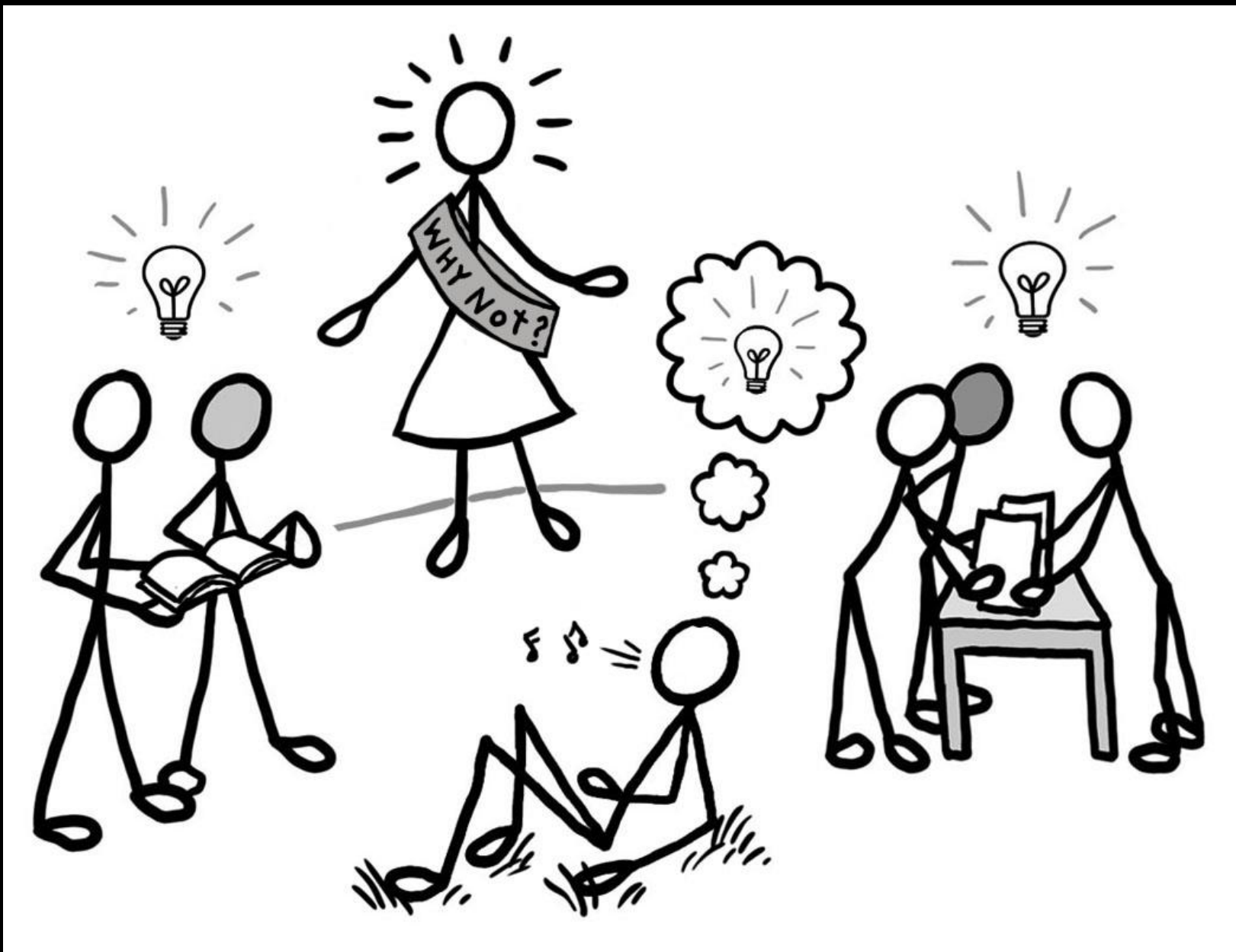
Going Elemental

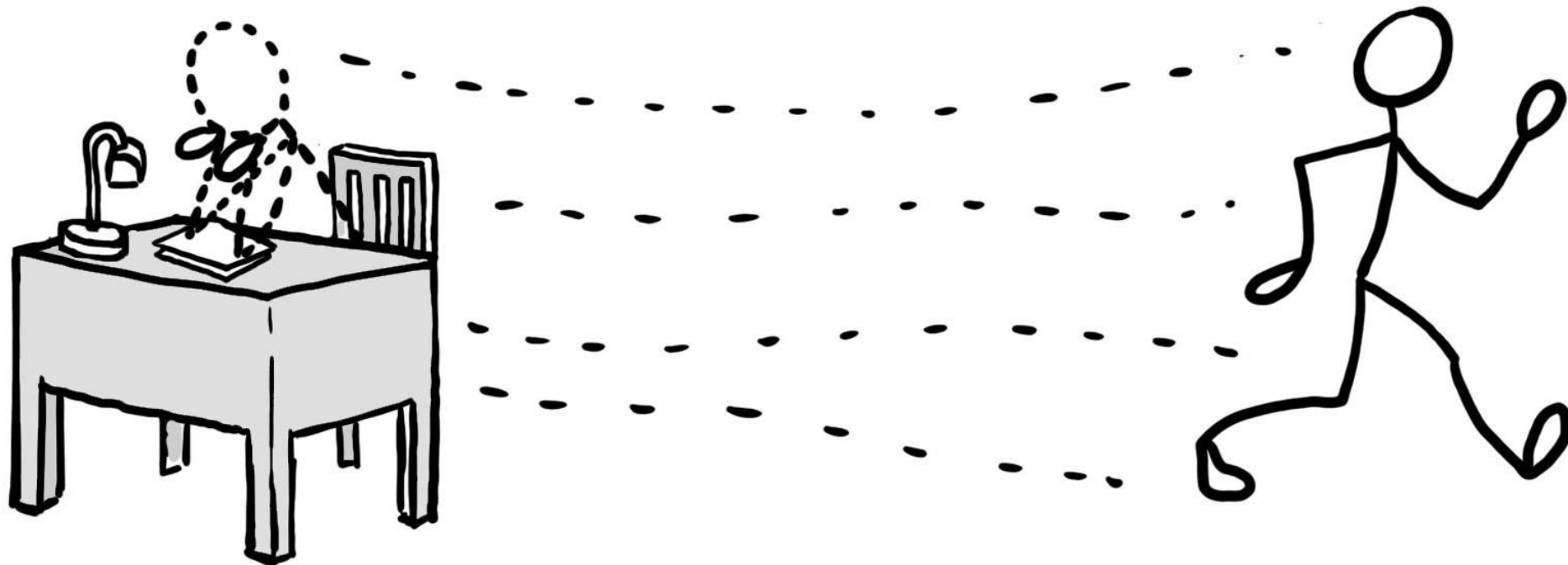


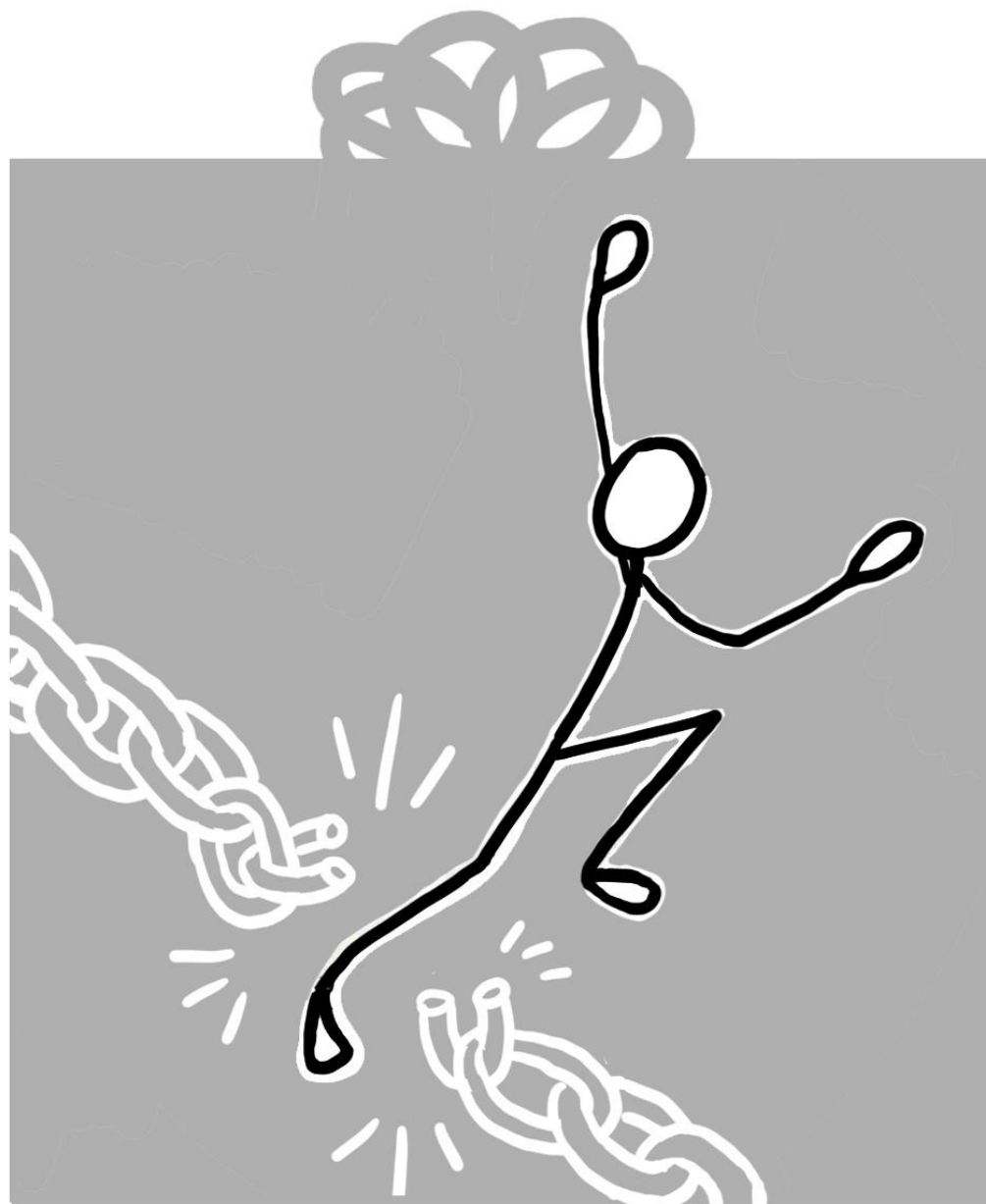
the
essentials
of
success



Chris Richardson
Randall Gifford
Swan Jaguar Press



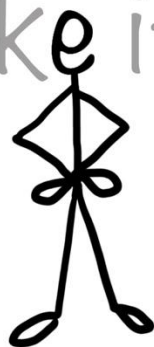




Some



make it easier

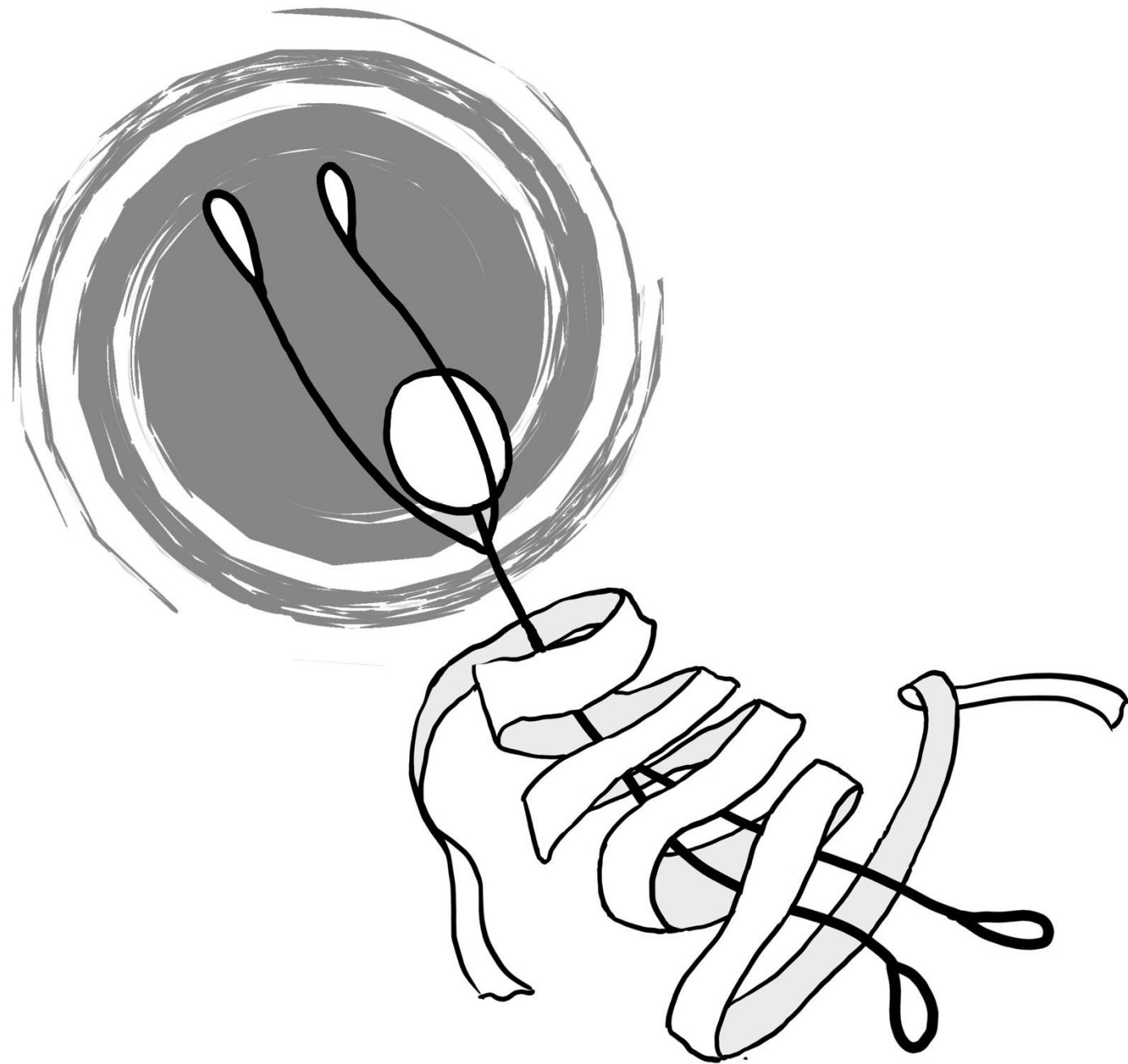


for people



to change.



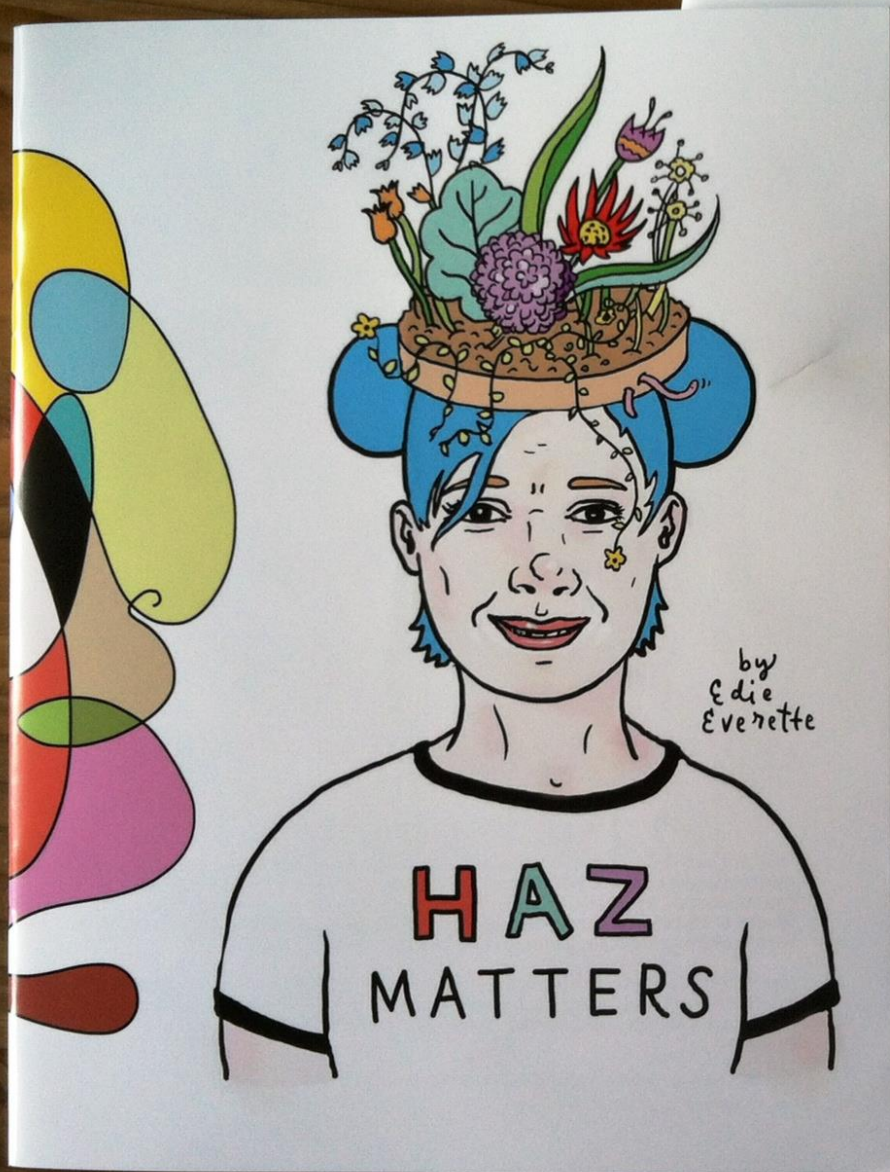


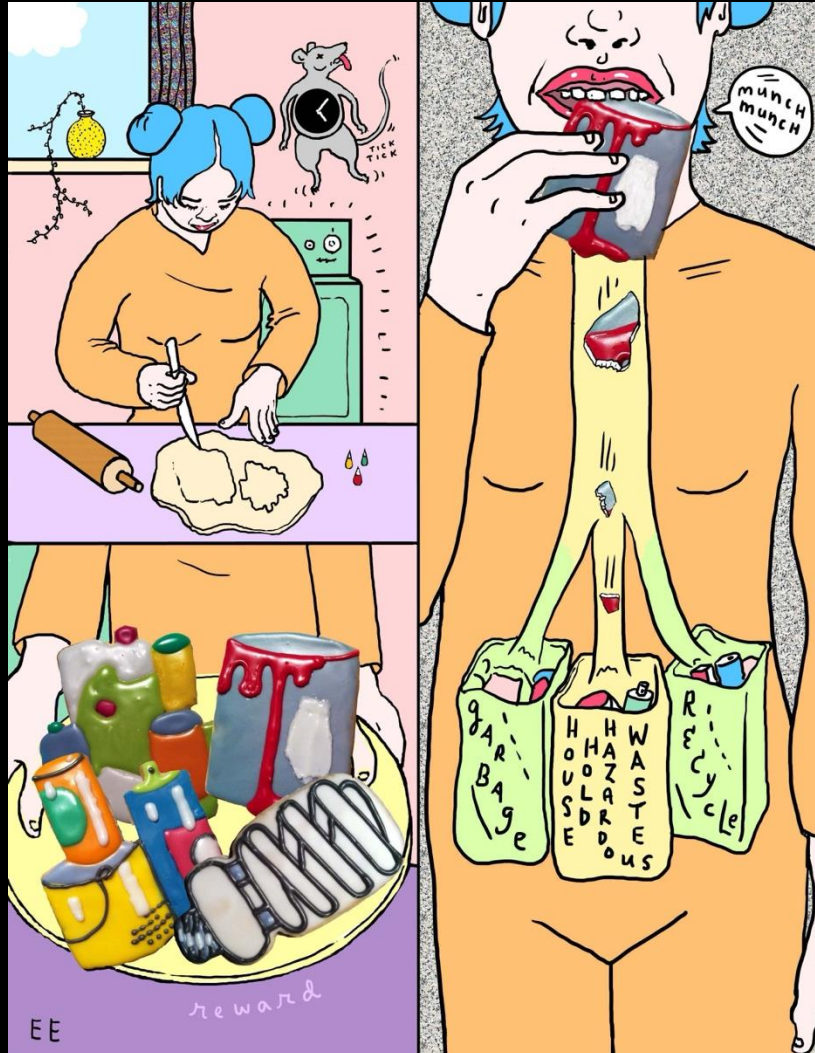
LIKE SOME
WINTER
ANIMAL THE
MOON LICKS
THE SALT OF
YOUR
HAND.



YET ^{STILL} YOUR
HAIR FOAMS
VIOLET AS A LILAC TREE
FROM WHICH A SMALL
WOOD OWL
CALLS.







Shortbread Cookies

2 cups all purpose flour
2 sticks unsalted butter,
room temperature
1/2 cup powdered sugar
3/4 teaspoon salt
1 teaspoon vanilla extract

Icing

3 cups powdered sugar
1 tablespoon dried egg whites
1/4 cup water
food coloring

Heat oven to 350 degrees. Place sugar, butter and vanilla extract in bowl. Beat on medium high until smooth. Pour 1/3 of sifted flour and salt mixture at a time into wet ingredients. Beat on medium after each addition. Mix until all is blended and small balls of dough form. Gently form dough into a ball with your hands. Wrap in plastic and keep in fridge until ready to use. Keep unused portions chilled while making cookies, too. Roll out dough, cut shapes, place onto parchment paper covered cookie sheet. Bake for 10-12 minutes. Watch to make sure they don't overbake -- they will be pale brown when done. Let cool completely before decorating.

Trace these shapes and cut them out of dough to make the cookies!









When
you
get to
the top
of the

mountain,
keep
climbing.



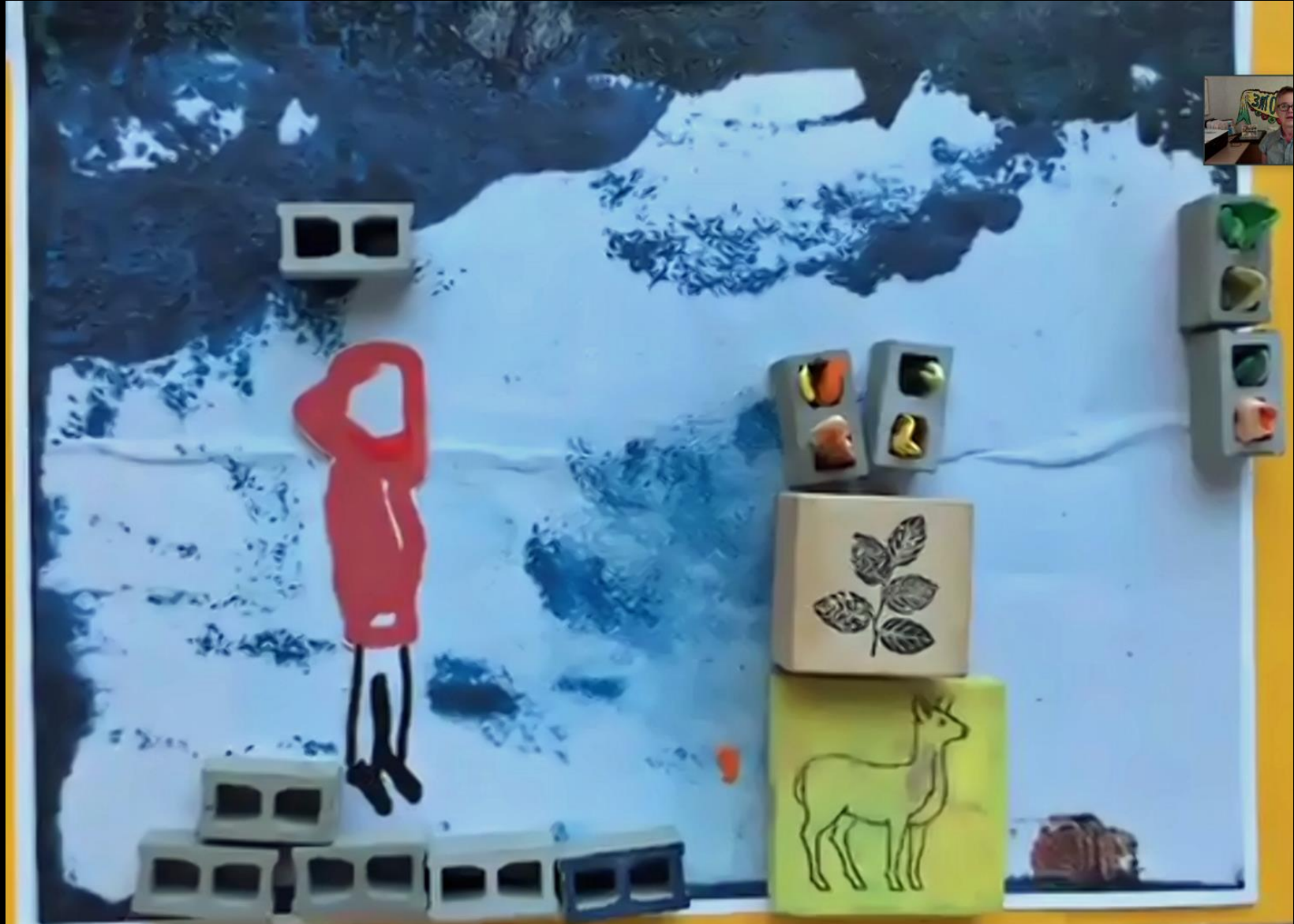


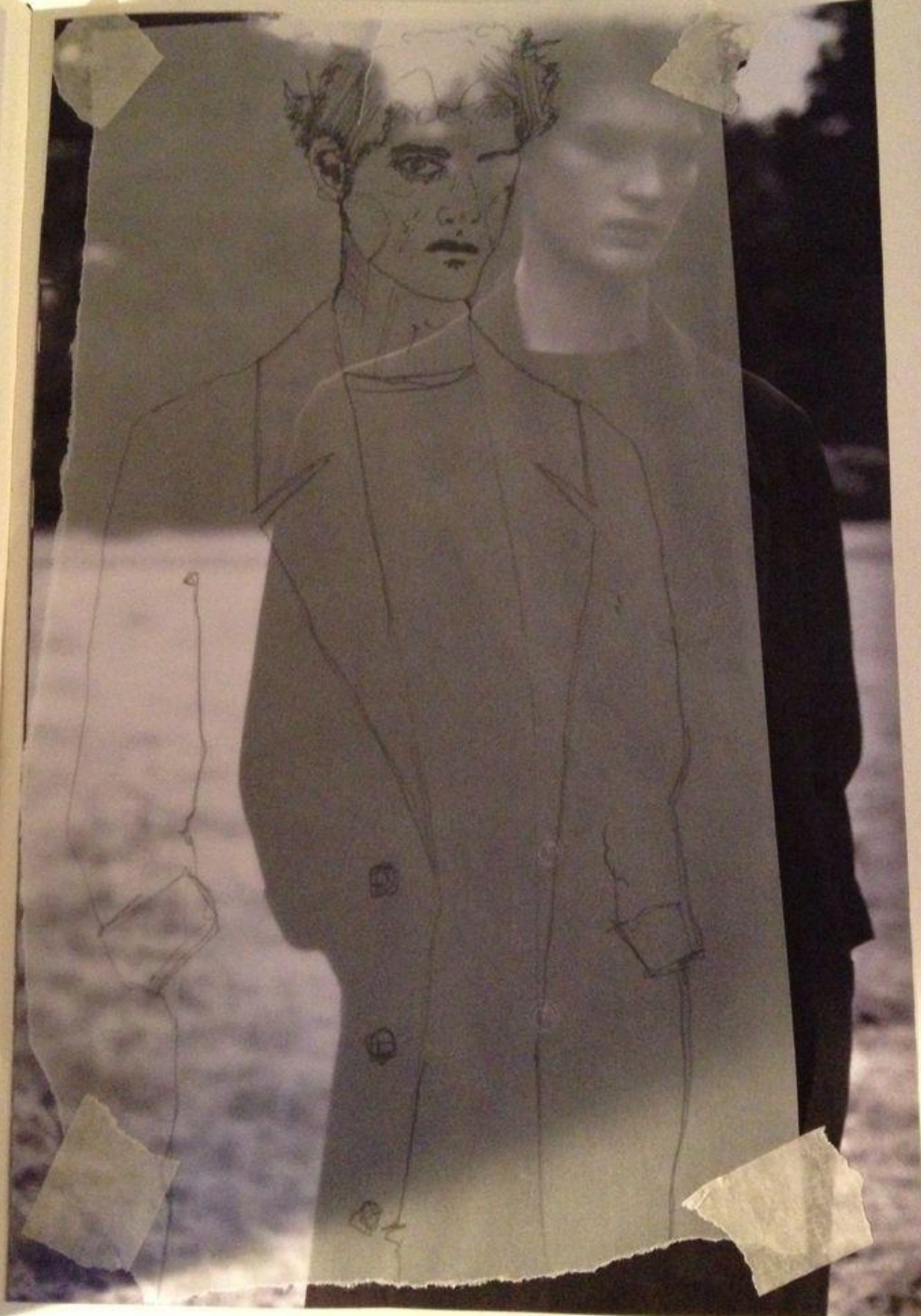


Love Red

on the
the you.

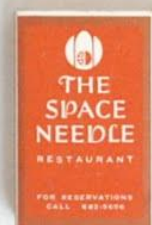
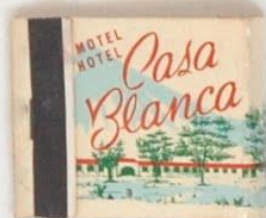




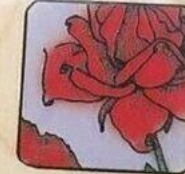
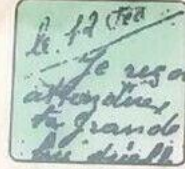


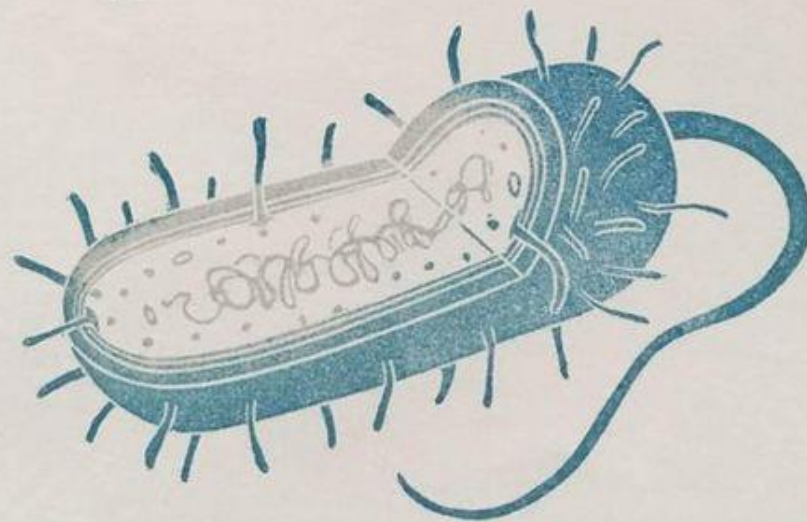












1,5 cm
brede
nood

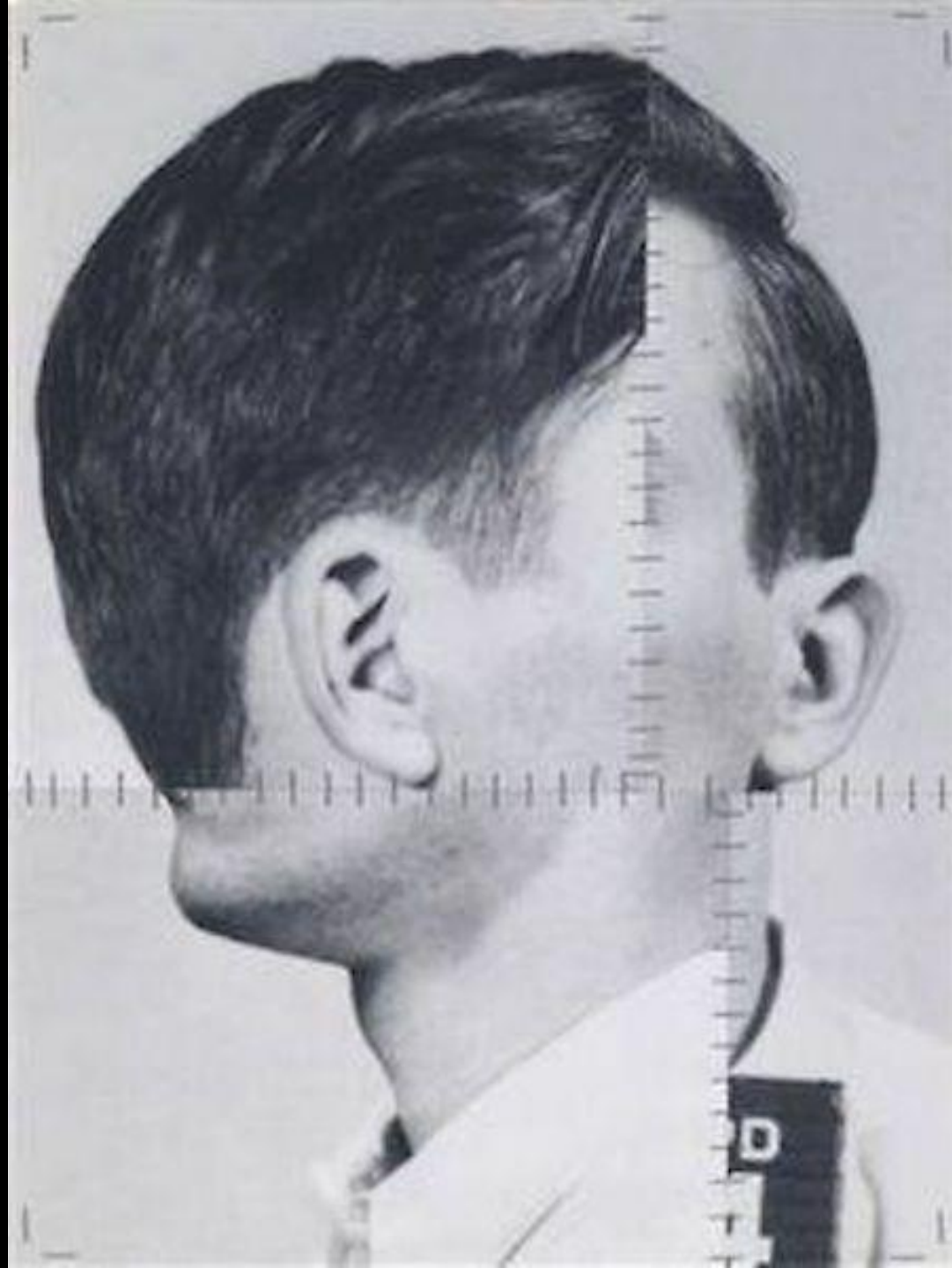
Rückwärtige Mitte
Mittelnachter
Mittelnack

Mitteln der
Centre back

Stich durch
den
langen
Nack











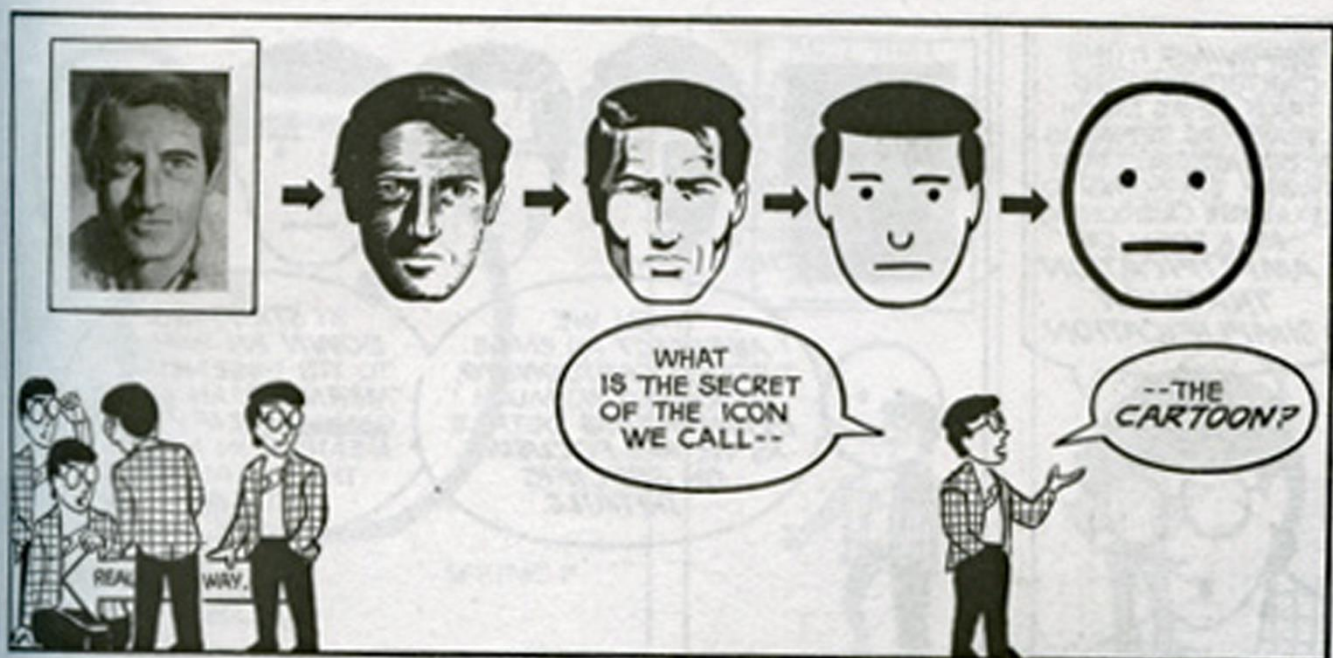












Win credits + physical prizes! [Join the "Whispering Woods" challenge](#)

AI ART GENERATOR:

Create Stunning AI Art

Create amazing artworks in seconds using the power of Artificial Intelligence, participate in AI Art Challenges, chat with AI Art enthusiasts, and more. Try an art generator now!

Describe what you want to see

[Random](#)

A fairy mushroom house in an enchanted bioluminescent forest.

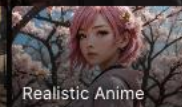
Choose a style



NightCafe



Cinematic



Realistic Anime

CREATE →

No payment or credit card required

As Seen In

Tonight's Big Points:

- Who is your audience? (Never everyone)
 - Will they care to listen?
 - What are you persuading them to do?
-
- What are the elements?

The
Character(s)

+

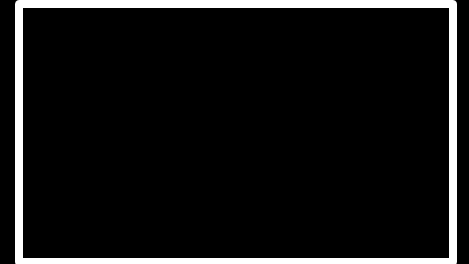
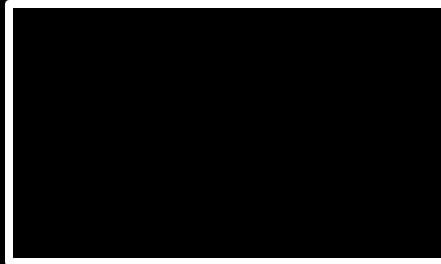
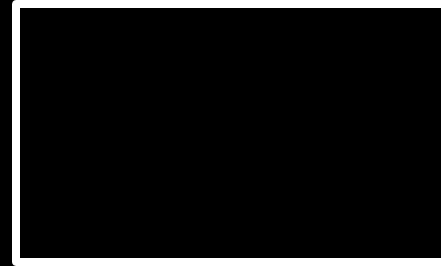
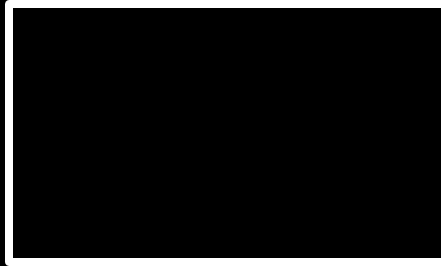
The World the
Story Takes
Place In

+

The Challenges
they Encounter

What Are The Beats?

- Hook
- Inciting incident
- First plot point
- Pinch
- Midpoint
- Pinch 2
- Second plot point
- Third plot point
- Climax
- Resolution



Tip of the Week: How to find stories

