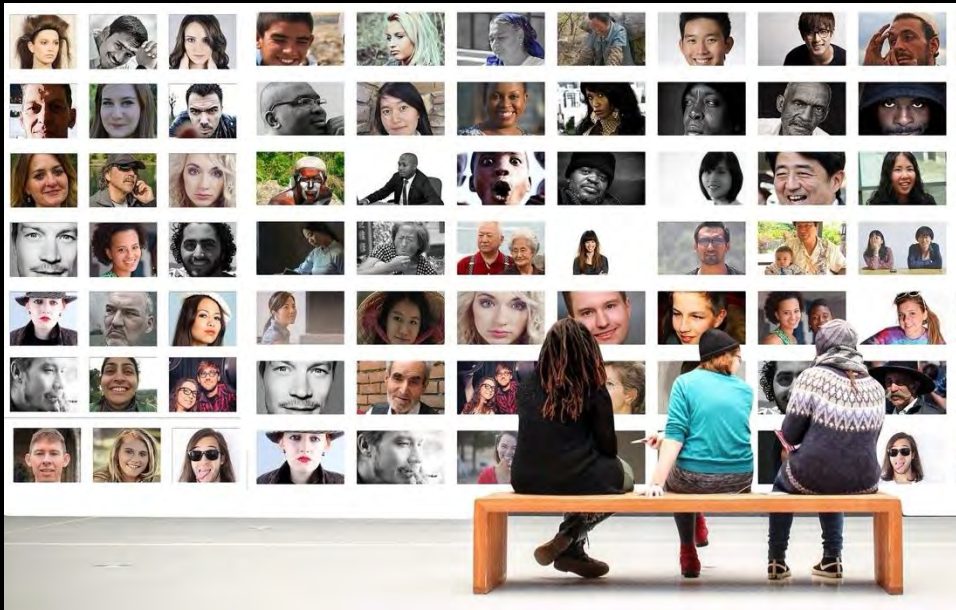


Storytelling for Everyone

Week Two



Edie Everett & Karon Weber

23 September 2024

All About Characters

Storytelling for Everyone: Week Two

Week 1



All About Plots

Week 2



All About Character

Week 3



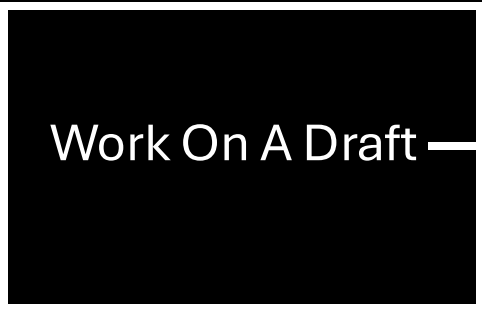
Building Worlds & Environments

Week 4



Visual Storytelling

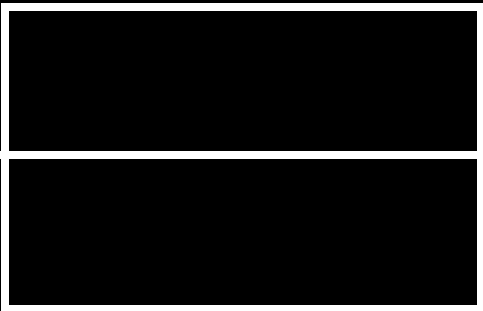
Week 5



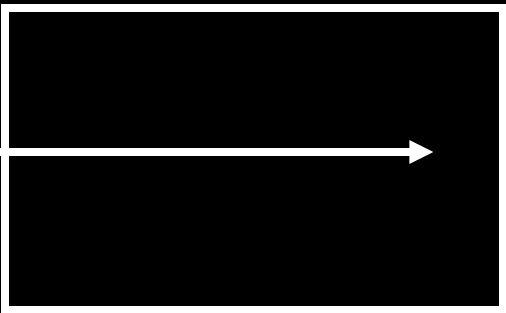
Week 6



Week 7



Week 8



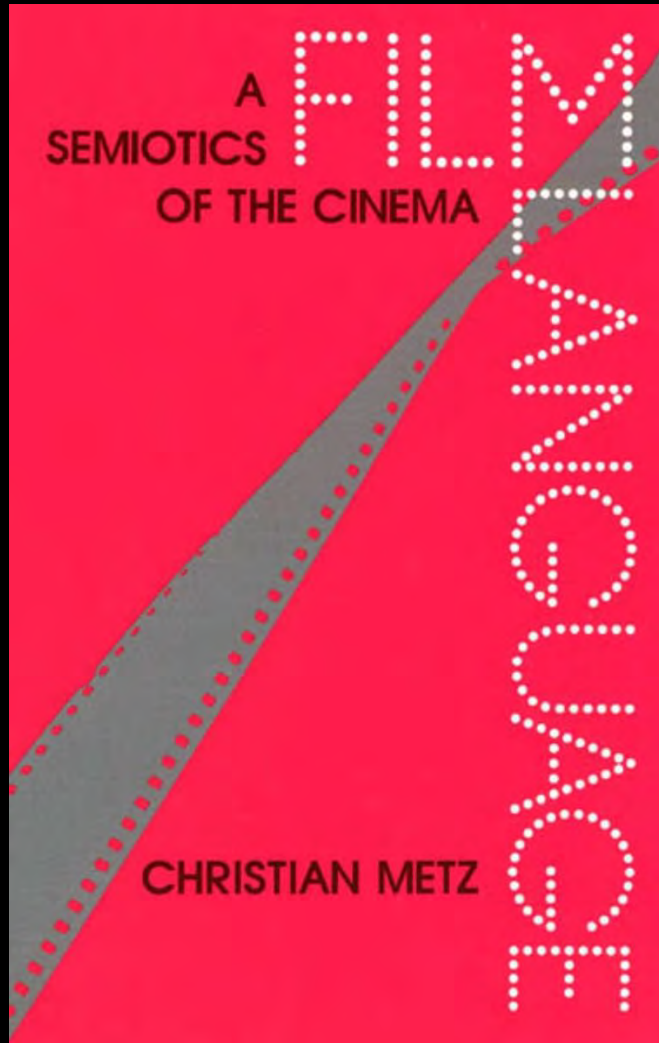
Work On A Draft

Signs and Meaning



Index

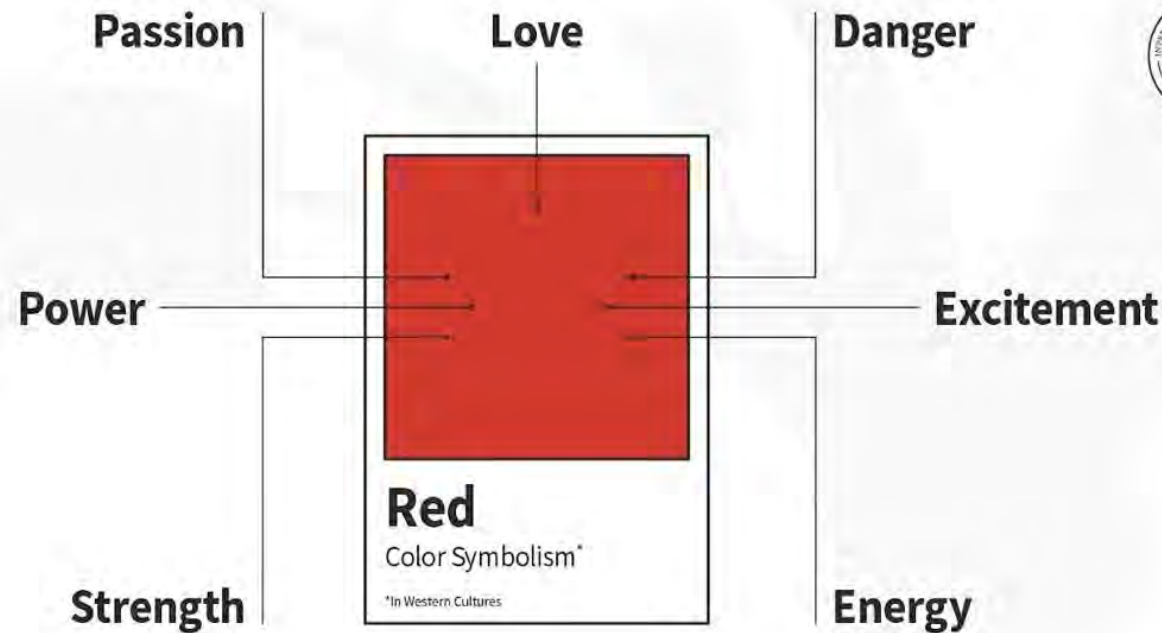




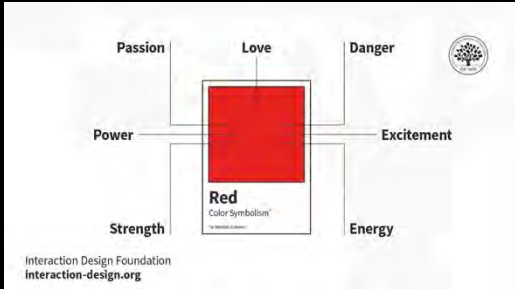
Semiotics in Film:

the study of signs and symbols within film, including how visual elements such as color, composition, and movement convey meaning to the audience.

Example: Meanings of the color red



Example: Costumes in The Dressmaker



Semiotics

SIGN

Icon, Index or Symbol

SIGNIFIER

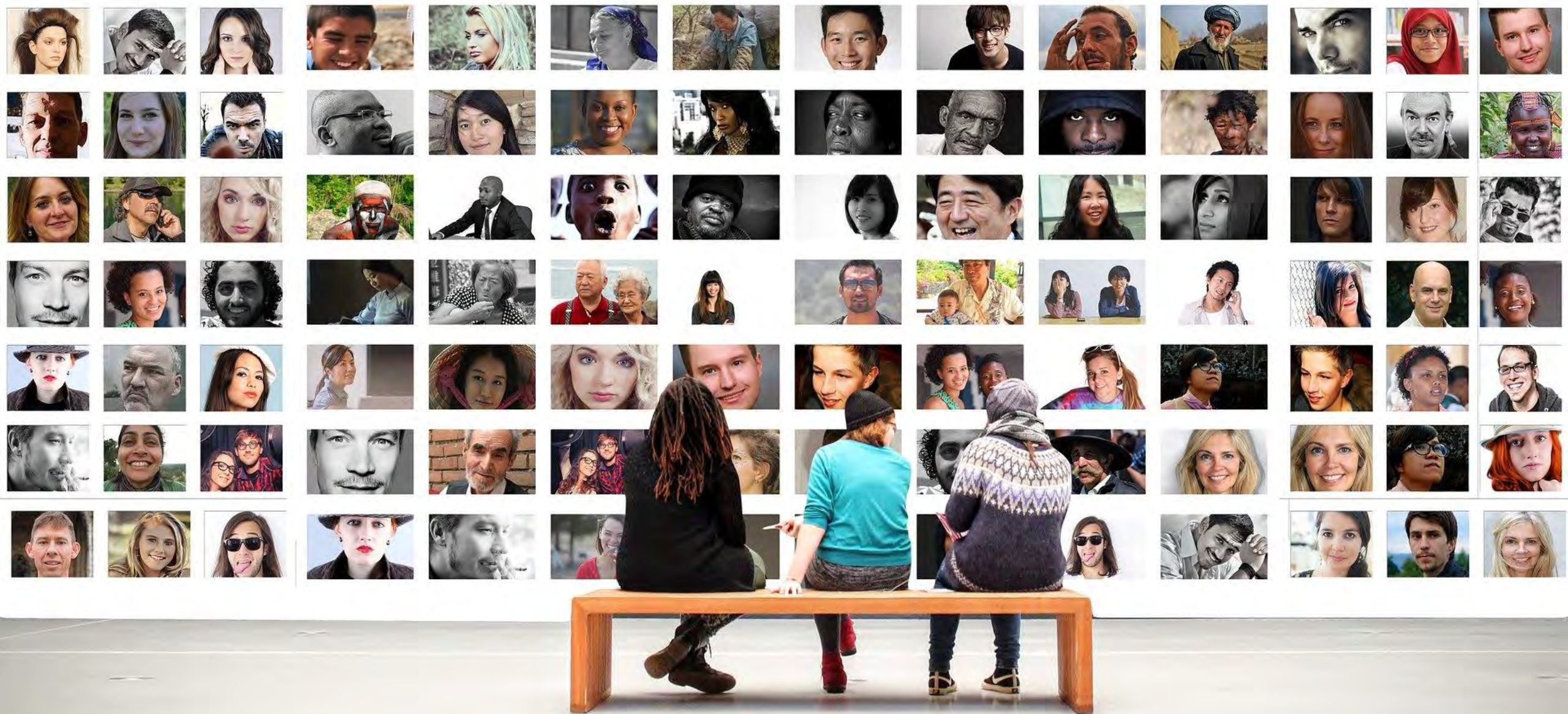
What it communicates

SIGNIFIED

The meaning associated with the communication



Character



Who is your protagonist?

SELF DESCRIPTION



ANONYMOUS DESCRIPTION



Dove Sketch Study Example



Exercise: Stories from Scenes



Piazza Del Campo, Siena, Italy



Share your scenes



- Pick a painting
 - Pick a perspective
 - Tell us the story
- * If you are stuck - pick an auctioneer's pov



Stories work when the hero grows

WANT

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

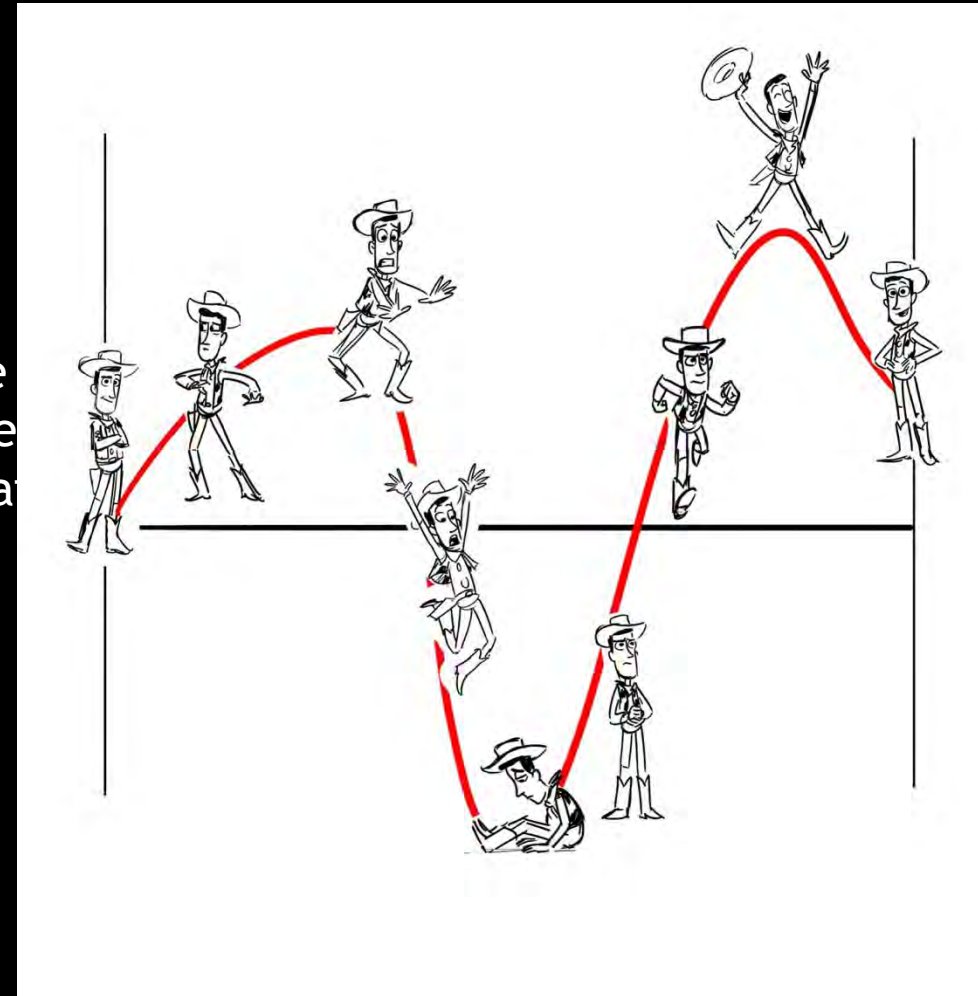
FLAW + LIE

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.*

Edie's Example of the Hero's Journey

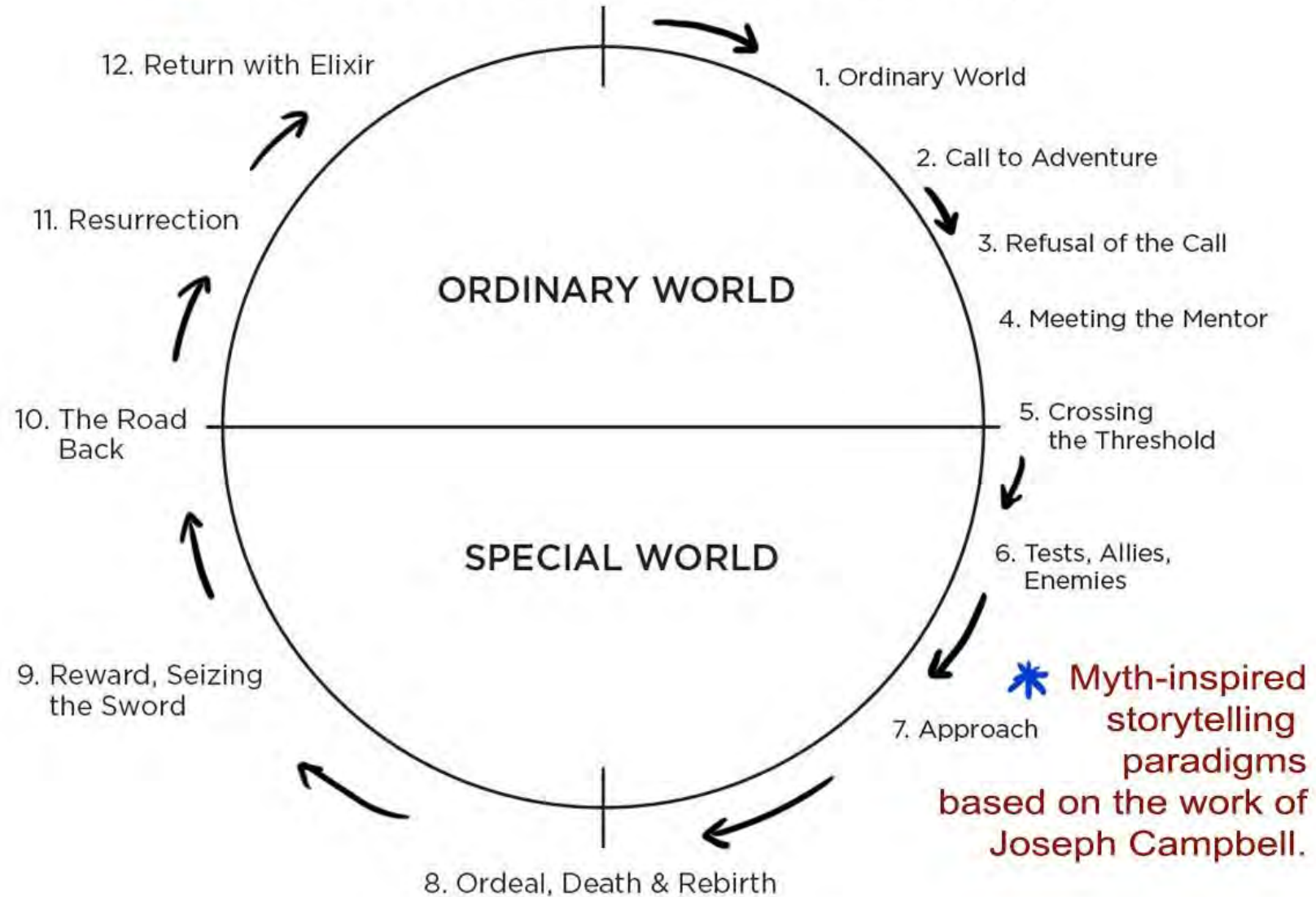
A Hero's
Journey
2008-2015

Becoming my
mother's
caregiver
when she
got
dementia.
~





* 12 Steps of the Hero's Journey



Then... a
new Call
to Adventure:

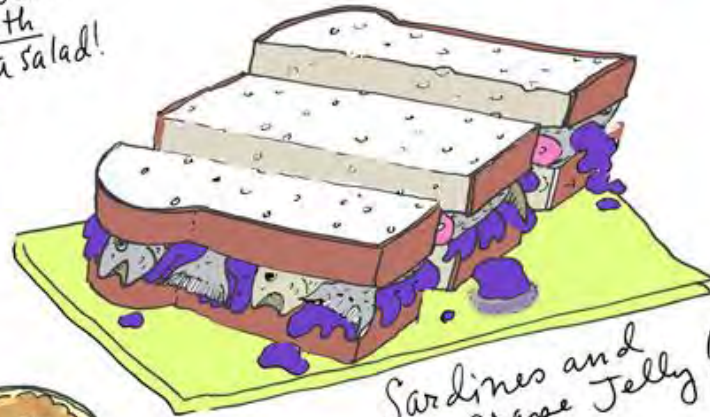
To make a
graphic
memoir
of our
experiences.



SHE STARTED MAKING REALLY WEIRD SANDWICHES...



Egg Salad
with
tuna salad!



Sardines and
grape Jelly!

Lamb &
Rice
(dog
food!)



Beef-n-
Bananas!

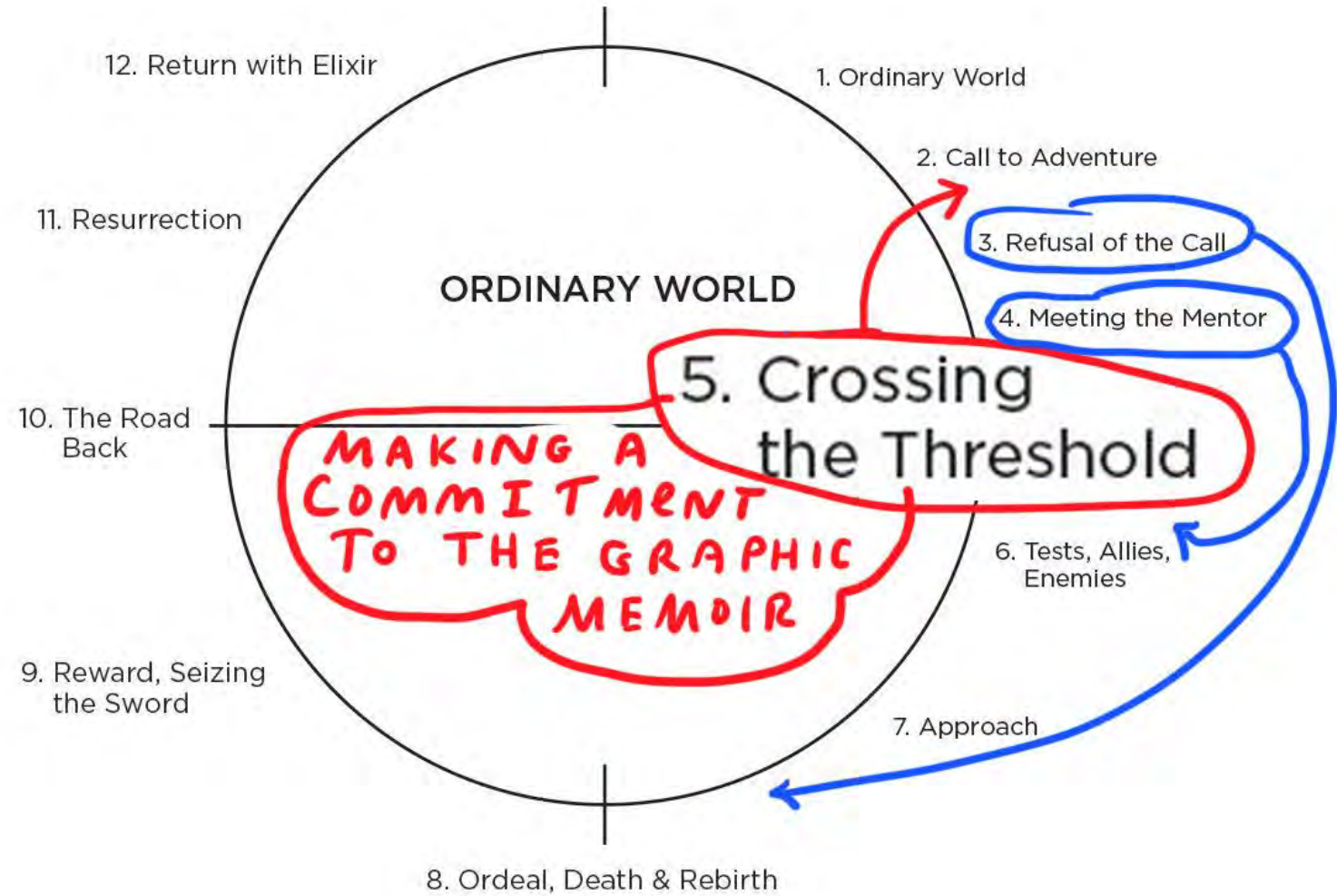


that
sandwich
newlyweds
order:
Lettuce alone.





THE HERO'S JOURNEY





AnnualAlzhRun.jpg



Cleo80ColorSM.jpg



CNAinBed3.jpg



CNBananasSm.jpg



CNBath1...6MED.jpg



CNBusst...Med 2.jpg



CNDaisyDaisy.jpg



CNDontTest2.jpg



CNDrea...Smaller.jpg



CNFallOu...ited-1.jpg



cnfashionMed.jpg



CNGateF...MALL.jpg



CNHereN...ited-1.jpg



CNJoeyFin.jpg



CNNapkinAs.jpg



CNPageT...copy.jpg



CNPanicAttack2.jpg



CNSand...hesSm.jpg



CNShowingOff.jpg



CNYardwork2 2.jpg



EECNNo...neSM.jpg



Everette_81.jpg



Everette_83.jpg



Everette_85.jpg



Everette04.jpg



MOMFRO (2).JPG

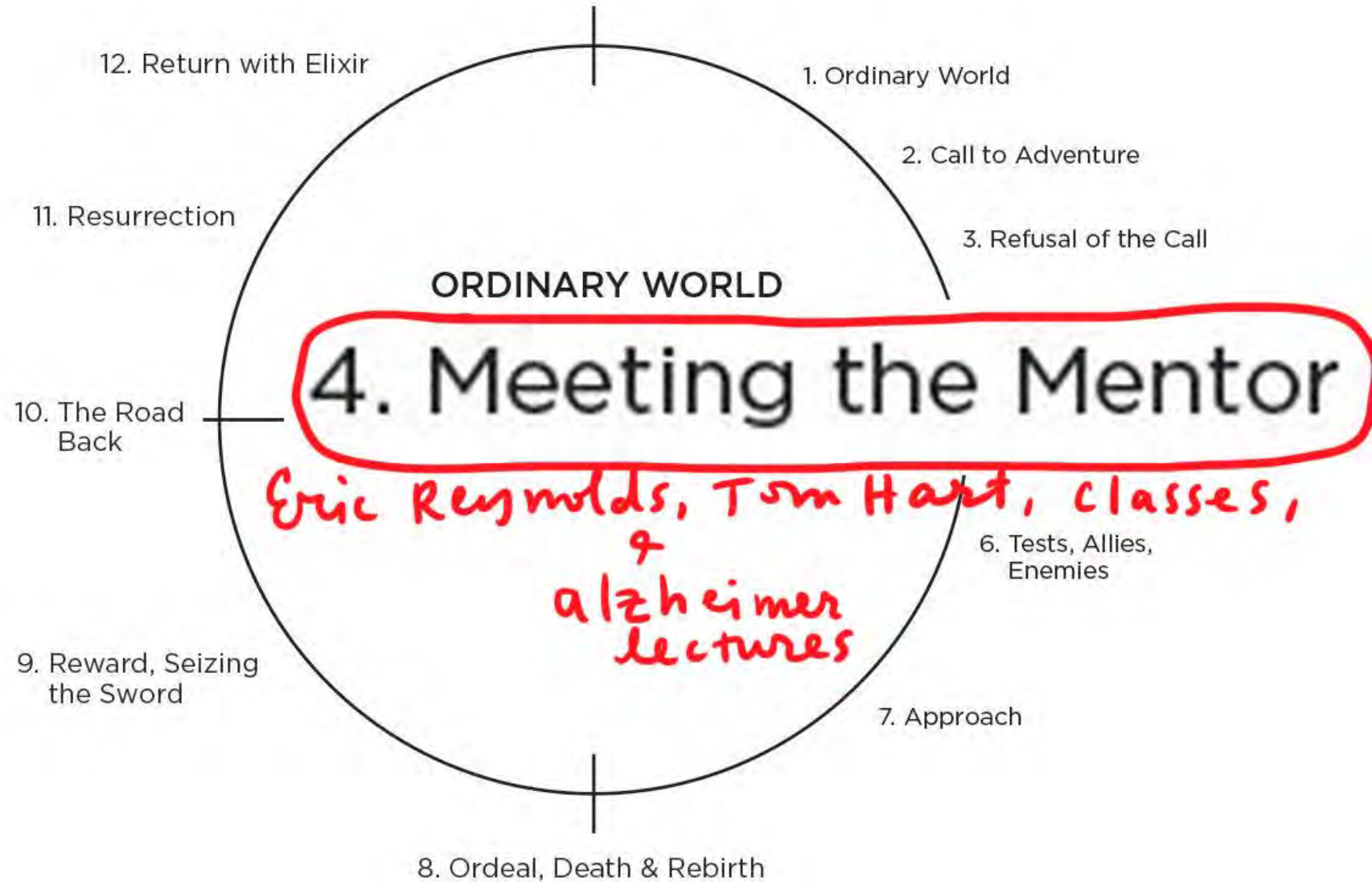


Motherdr...gSad.jpg

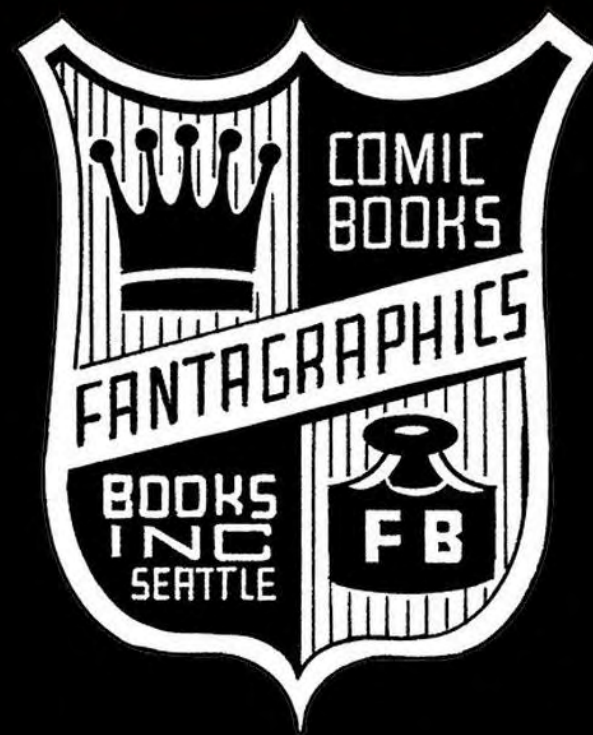


research_project1

THE HERO'S JOURNEY



The Eric Reynolds Shoot Interview



Speaking Consulting and Editing



Speaking, Consulting and Editing

A #1 New York Times Bestselling author, and with 20+ years as a active writer/artist nominated for multiple awards, with multiple inclusions in *Best American Comics*, 15 years of teaching, founding and running The Sequential Artists Workshop, and editing multiple projects including *The Odyssey of Sergeant Jack Brennan* (Pantheon 2016), Tom Hart is ideal for your speaking engagement, or consulting/editing needs. He also does sliding scale online consulting for your individual projects. Contact him at hutchowen@gmail.com

for Edie Everette
with hope this book
contributes authentic
approaches to your
graphic novel

I'M STILL HERE

A New Philosophy of

Alzheimer's Care

John Zeisel

John Zeisel, Ph.D.

Seattle
4 April 2013

Avery

a member of Penguin Group (USA) Inc.
New York



Doctor Alzheimer was practicing medicine at the Frankfurt Asylum in 1901 when he met a patient named Auguste D. He became obsessed with understanding the underlying cause of her

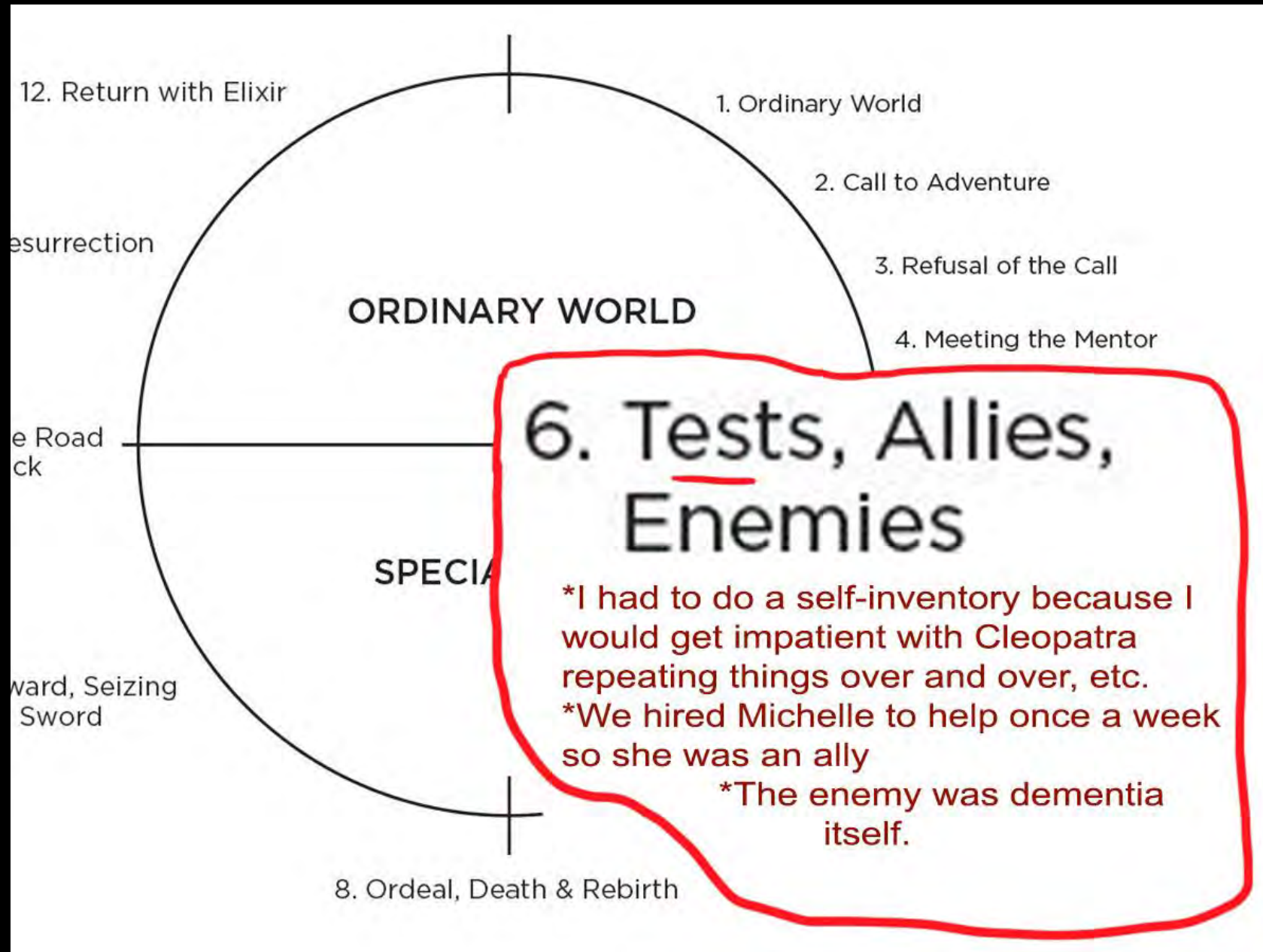
Symptoms of forgetfulness and confusion. His contemporaries called him "the psychiatrist with the microscope" because he believed that mental illnesses were diseases of the brain vs. being caused by traumatic childhood experiences--a popular belief in his day (Freud & all that).

Even though Alzheimer was super professional & studious -- he worked tirelessly at the hospitals & also created killer medical illustrations! --

he was not above goofing around. He'd jump rope in his suit & one time dressed up as a ballerina. He was also a terrific family man.

Sigh... he could do it all!





I am Resentful
at:

Mom

- fear esteem
- self esteem
- financial security
- pride
- sex life
-

- she doesn't help me more often
- she asks me the same things over & over
- she has nothing to do
- she feeds the dogs junk & keeps asking if they're hungry
- she can't remember

affects my:
Self-pity
"fairness"
mood
[anger]

Morning
time

my part:

✿ I accept that mom will not help around the house much; that she will feed the dogs when I ask her not to; that she is content doing nothing much;

Eddie

- I should be more understanding, compassionate, patient, positive, self-less

What I'm grateful for:

she's happy
healthy
nice
funny
loving

That she will say the same things over & over; that she has dementia; that I am her caregiver; that I will not be perfect; that only god can make me worthy.





Mom
can't
walk
far or up hills

Saturday

Michelle - There is
stir-fry in the
freezer to cook.

FRY PANS IN
OVEN

please make sure
mom gets her 5
pills (in bag) on
Saturday

Thank you...

I gave her
Friday pills.
Will give when
Sunday I
get back



★ Diane, Dogs & I are in
Bellingham for Friday, Sat & Sunday.

★ Home Sunday night

★ Please Eat sandwiches in
FRIDGE 😊

★ Michelle will be here on Saturday
at 2:00 to fix food, etc.

★ Call if you need anything:

Sal 425
821-6328

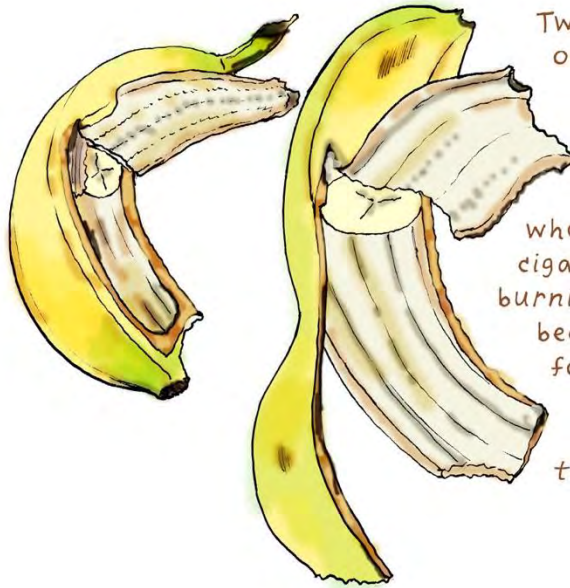
★ We love you!



Ally &
Helper
Michelle

Interlude:
Cleopatra was
a much better
conceptual artist
than I ...

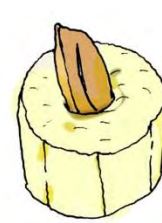
Mom's banana crafts:



Two bananas
open at once,
much like
our late
friend
Jeanne
who had two
cigarettes
burning at once
because she'd
forget there
was already
one in the
tray.

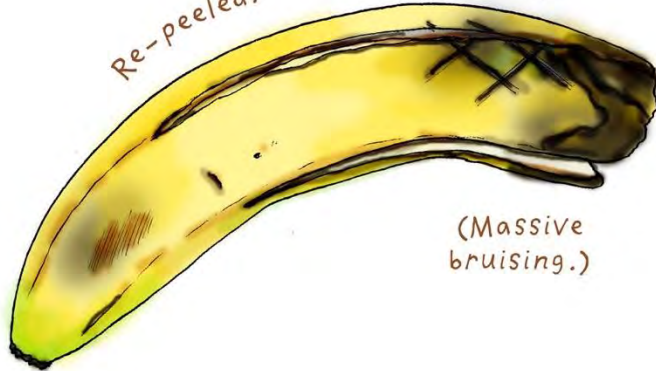


Downright
lyric!



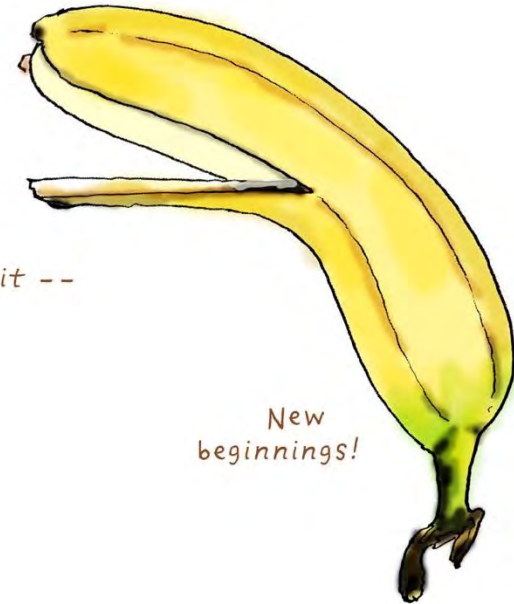
Multi-media sculpture --
banana slices embedded with
peanut halves.

Re-peeled!



(Massive
bruising.)

Well-worn, fork-poked, half-fruit --
or, jet fuselage with bat caves?



New
beginnings!





















Xmas 2012

1st C T 3 M









Mom and I participated in HERE: NOW, "Arts engagement for individuals living with dementia," at a local museum.



But the women running the program were SO NICE! And DANG I love nice people!



A woman I went to high school with was there with her husband.



So sad - he has early onset dementia.



In this program I was referred to as a "CARE PARTNER". Sometimes Tamara would read a poem out loud:

The Beautiful Changes
BY RICHARD WILBUR
One wading a Fall meadow finds on all sides
The Queen Anne's Lace lying like lilies
On water; it glides
So from the walker, it turns
Dry grass to a lake, as the slightest shade of you
Valleys my mind in fabulous blue Lucernes.

The beautiful changes as a forest is changed
By a chameleon's tuning his skin to it;
As a mantis, arranged
On a green leaf, grows
Into it, makes the leaf leafier, and proves
Greenness is deeper than green.

Folks with memory loss are poets themselves. During one HERE: NOW session a museum docent asked a participant he liked about making art.



Mom dug the sculpting session.



"Different things. Then you finally end up with something that matches the other one."



But she



refused to



Paint ...



Until



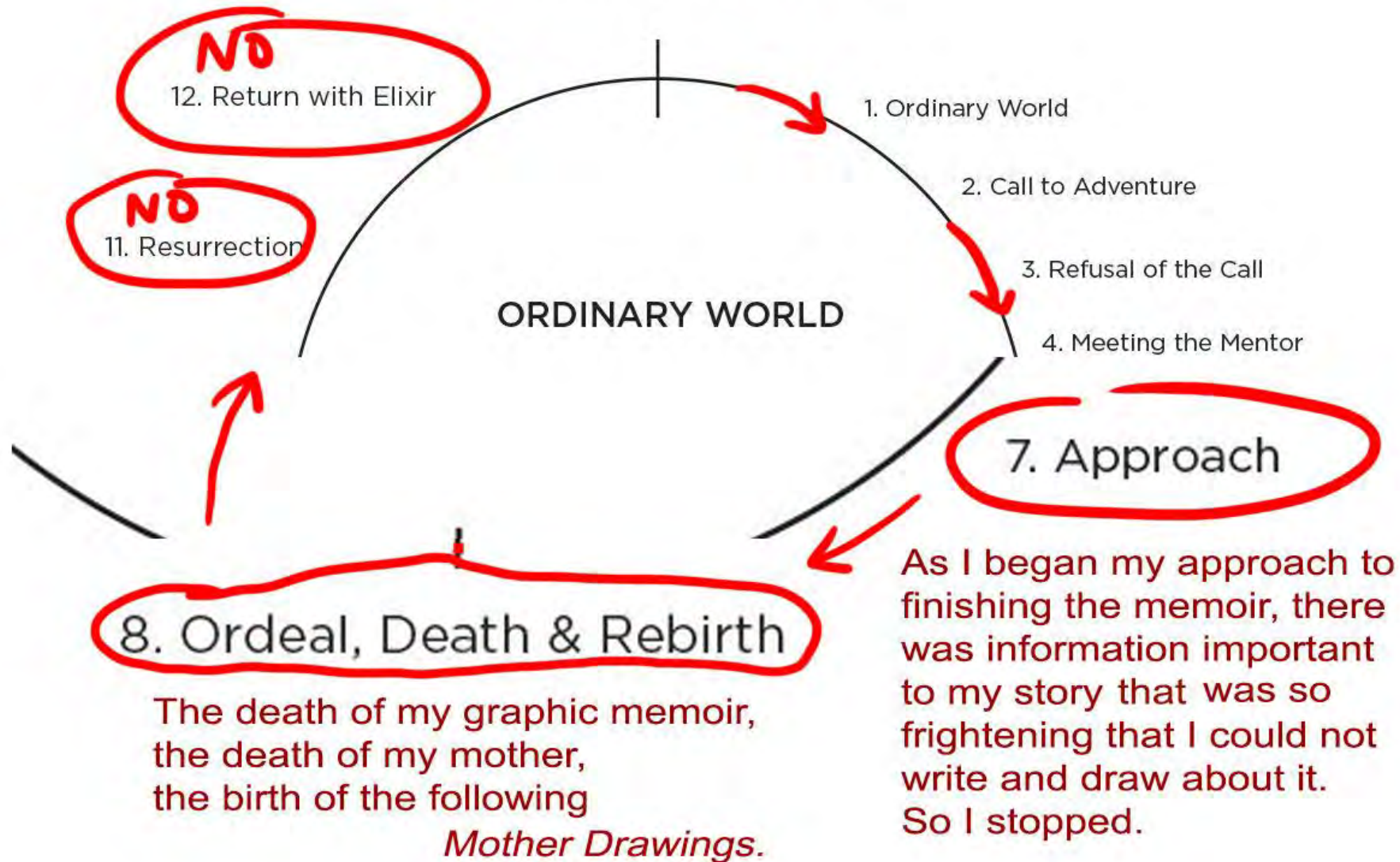
the LAST 10 MINUTES of the LAST CLASS!

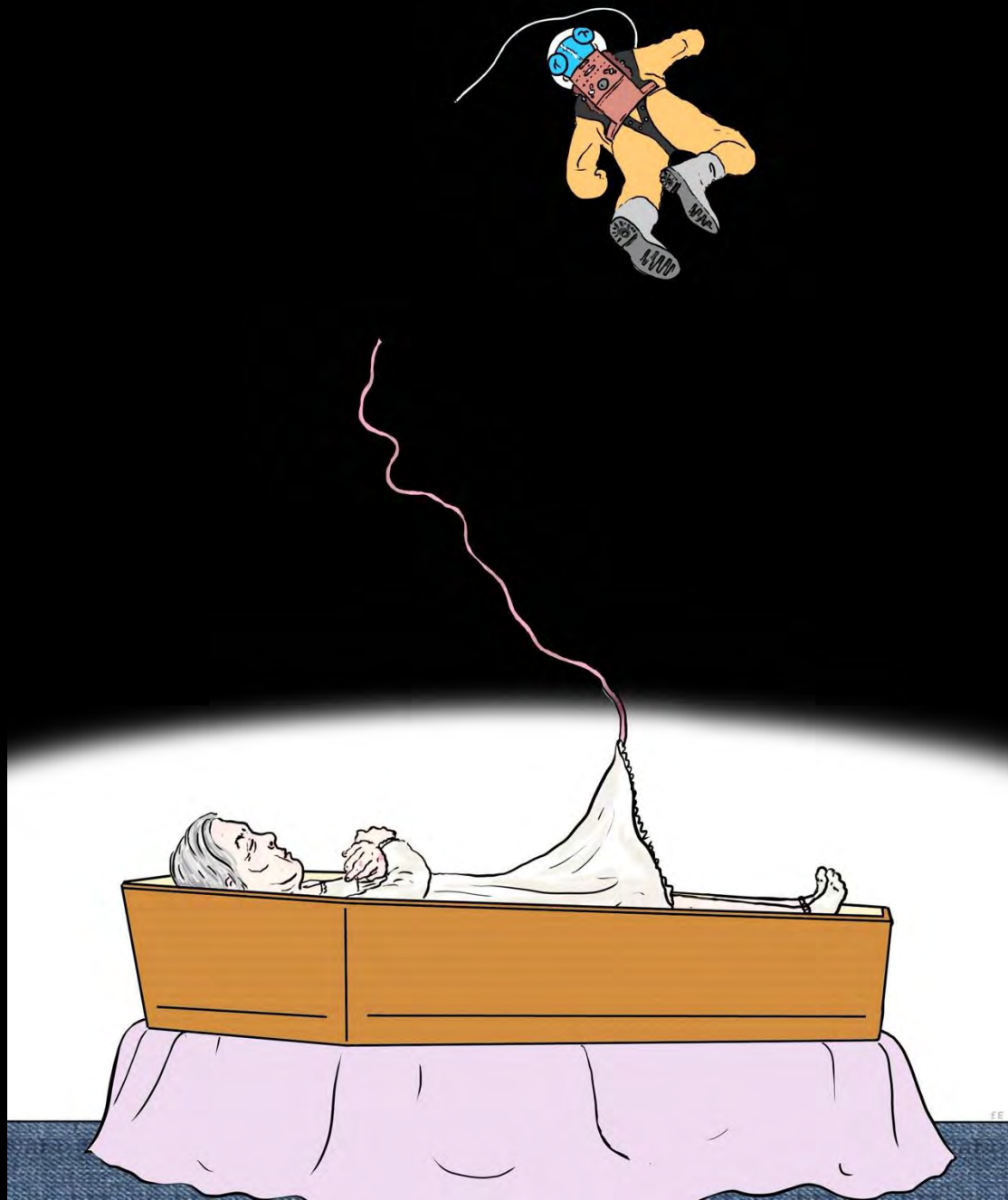


Which frustrated me because I had waited the entire course for her to relax enough to express herself that way.

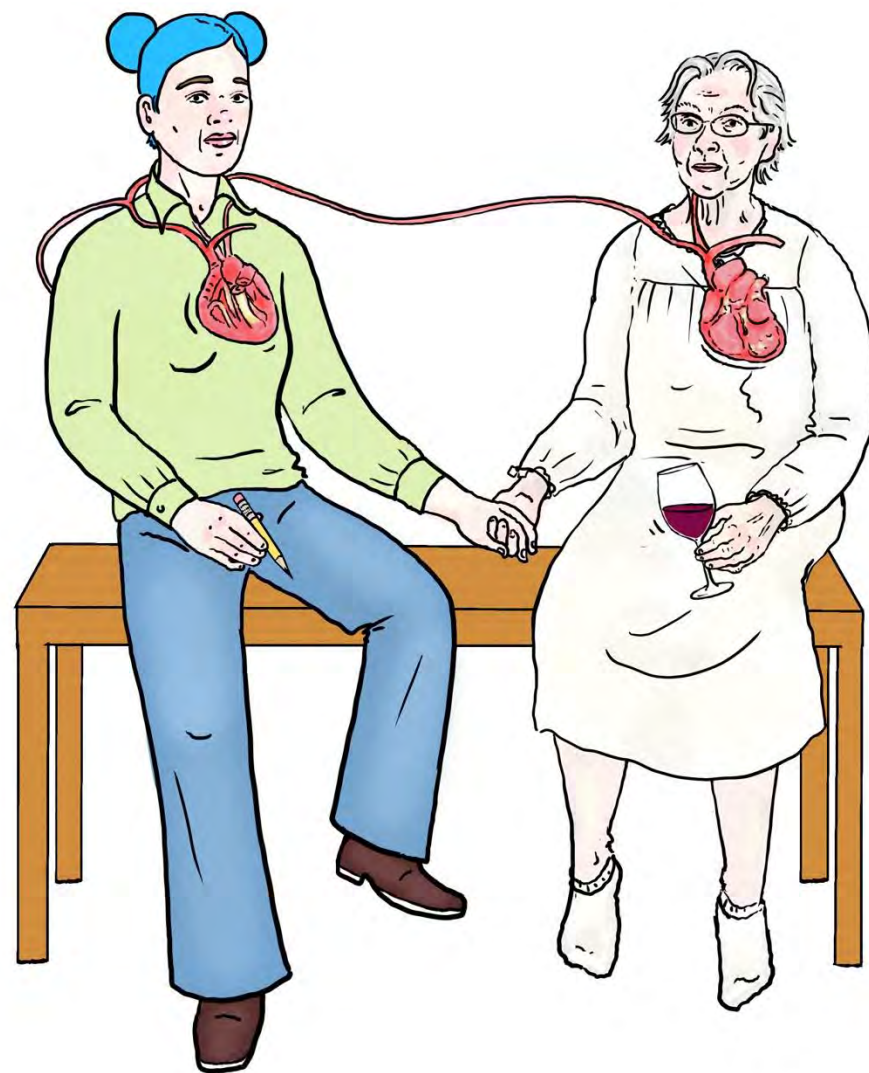


THE HERO'S JOURNEY



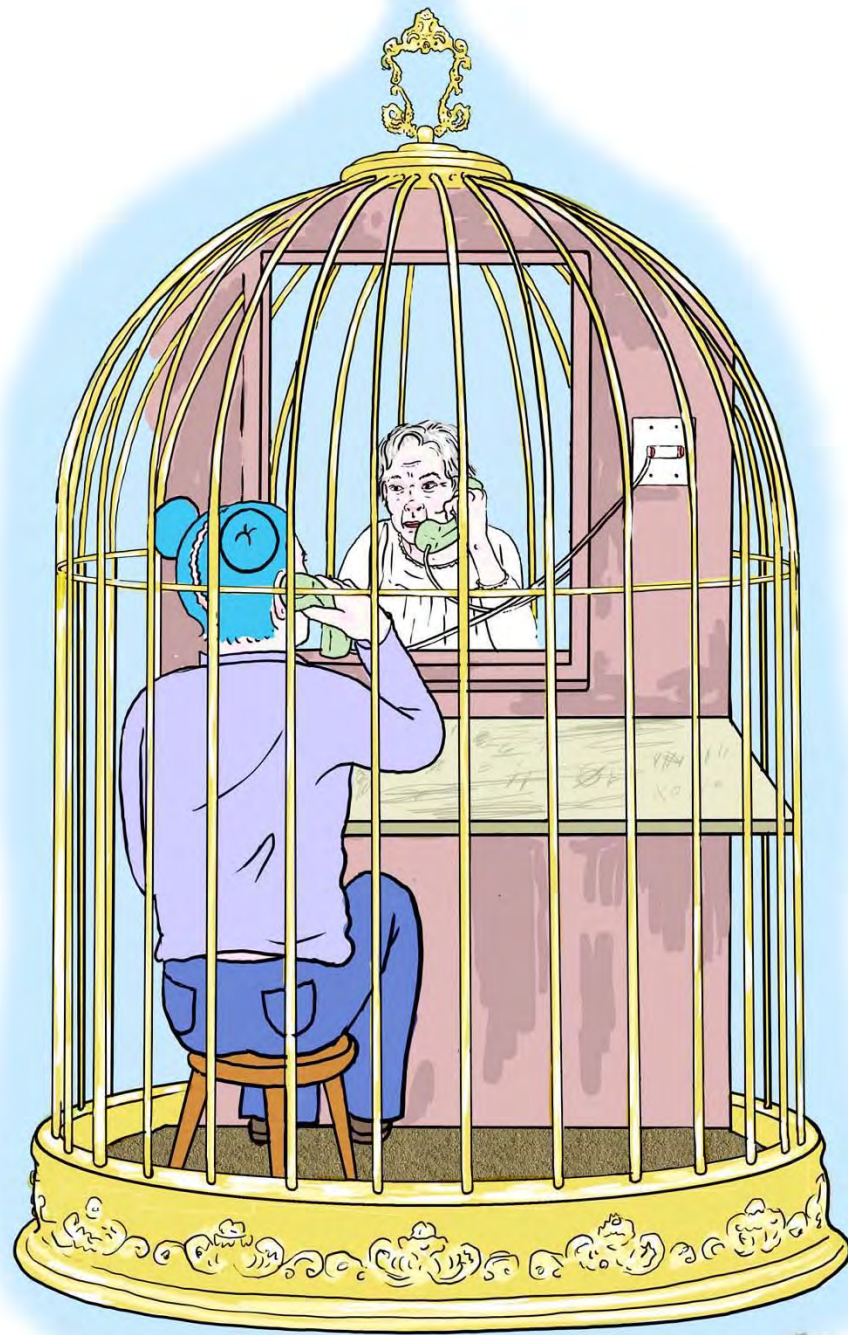


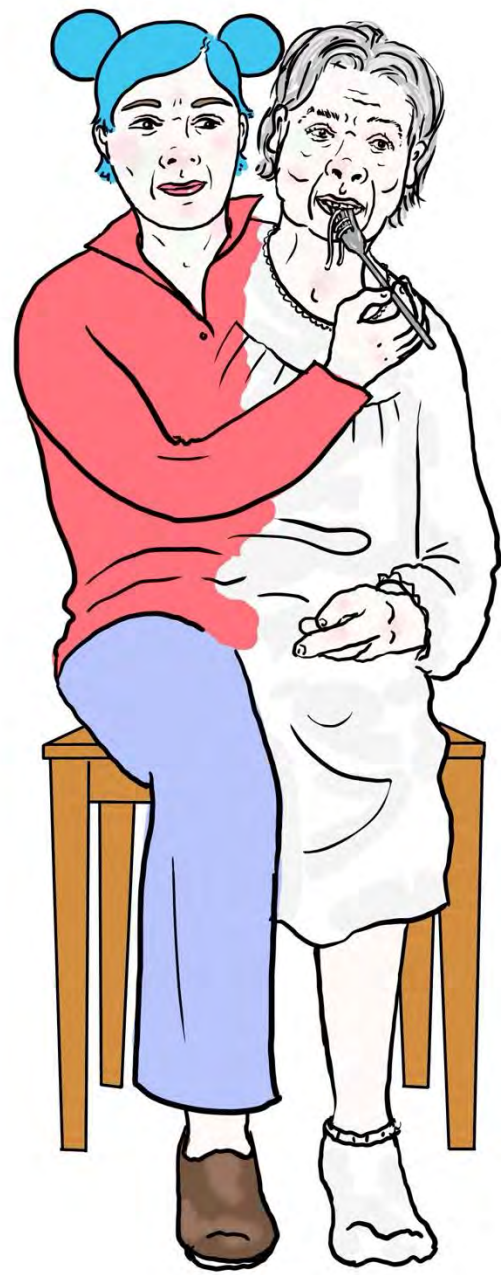




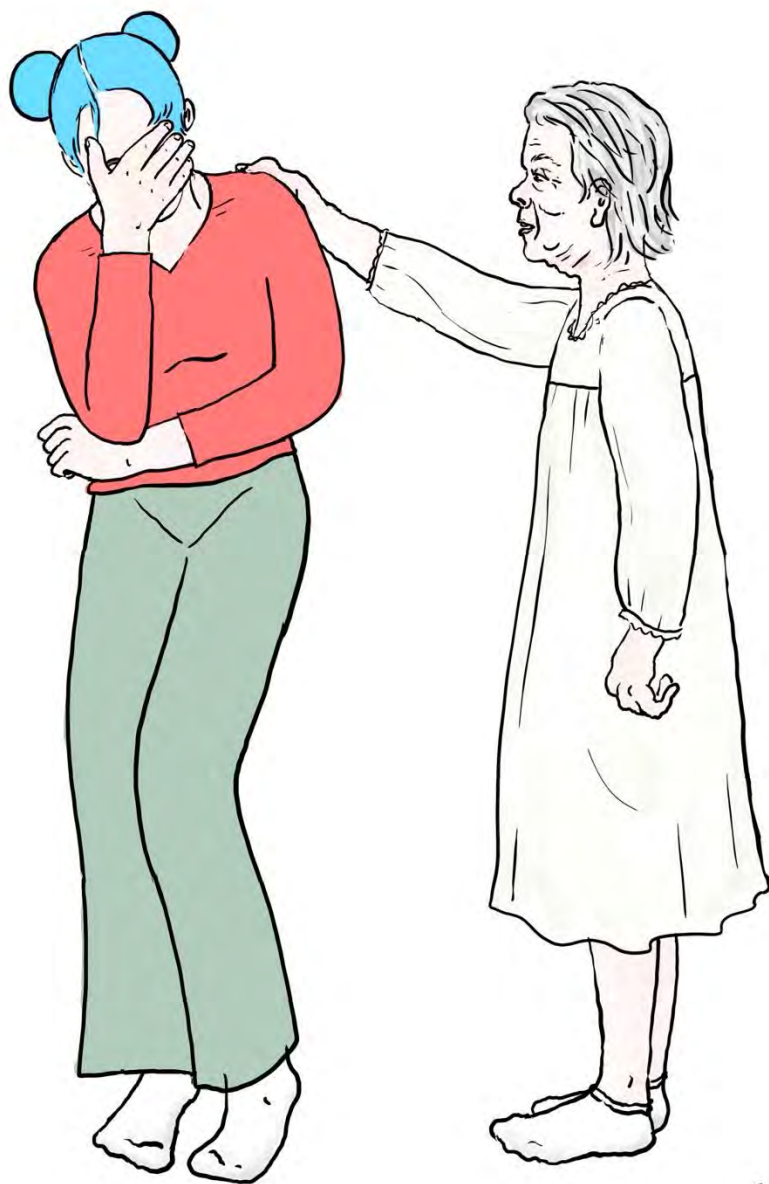








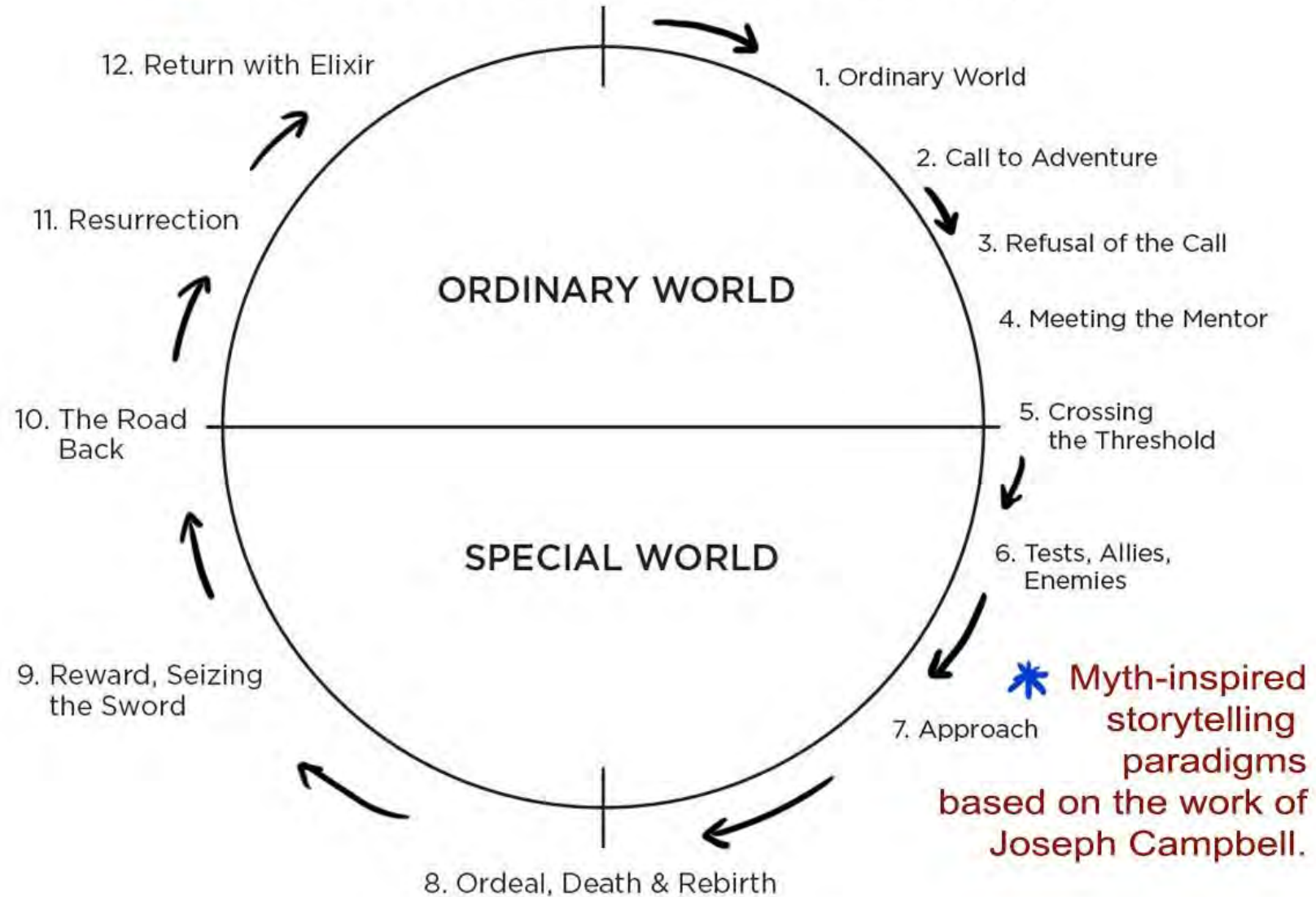






Back in 10 mins

* 12 Steps of the Hero's Journey



Plot events create conflict, pushing characters toward changed traits and behaviors.

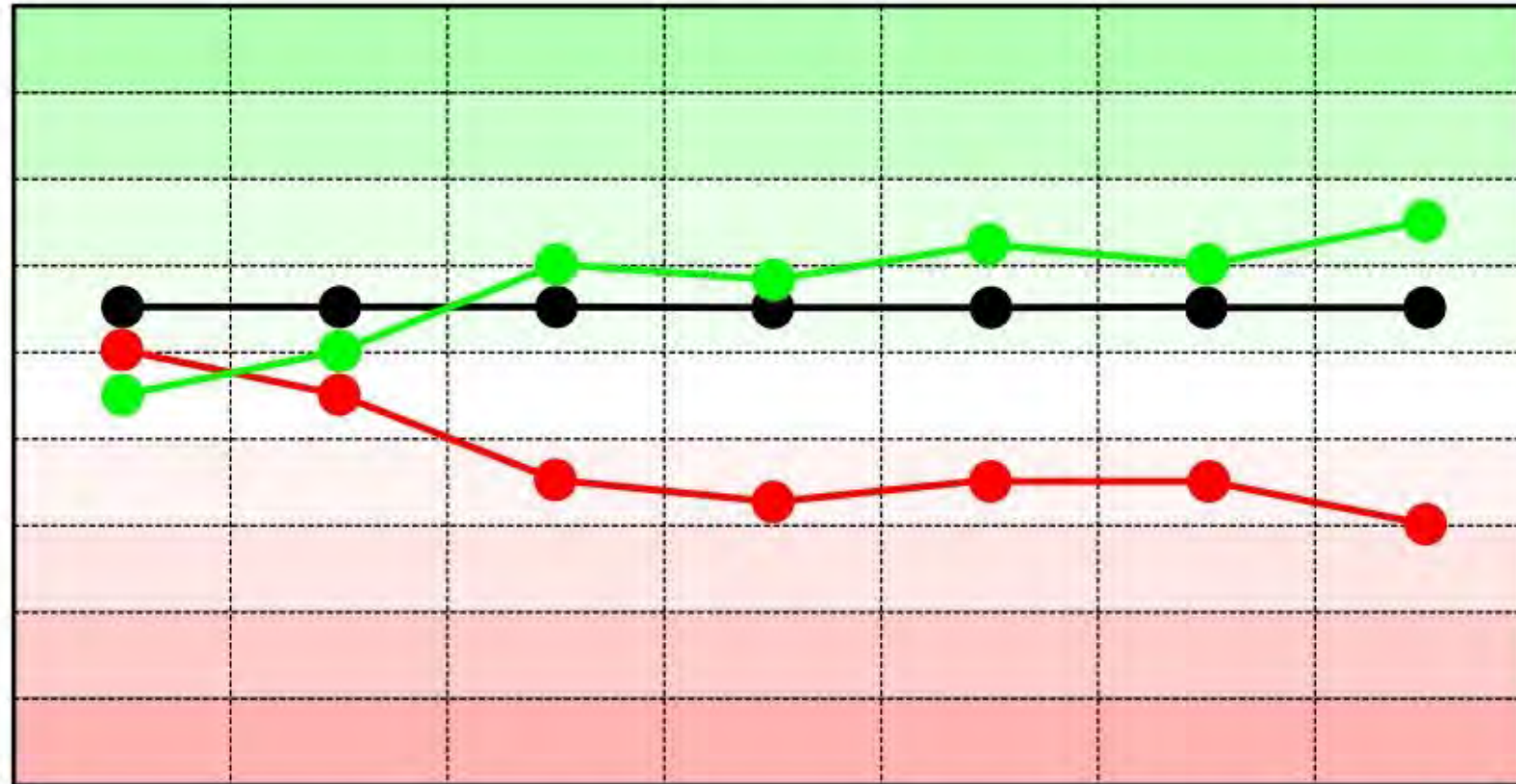
Development
Levels:

Positive: ●—●

Flat: ●—●

Negative: ●—●

1
2
3
4
5
6
7
8
9



Beats: HOOK TRIGGER THRUST INTO 2 MIDPOINT PLUNGE INTO 3 CLIMAX RESOLUTION



Hook, Backstory



180 change tp Climax



Resolution

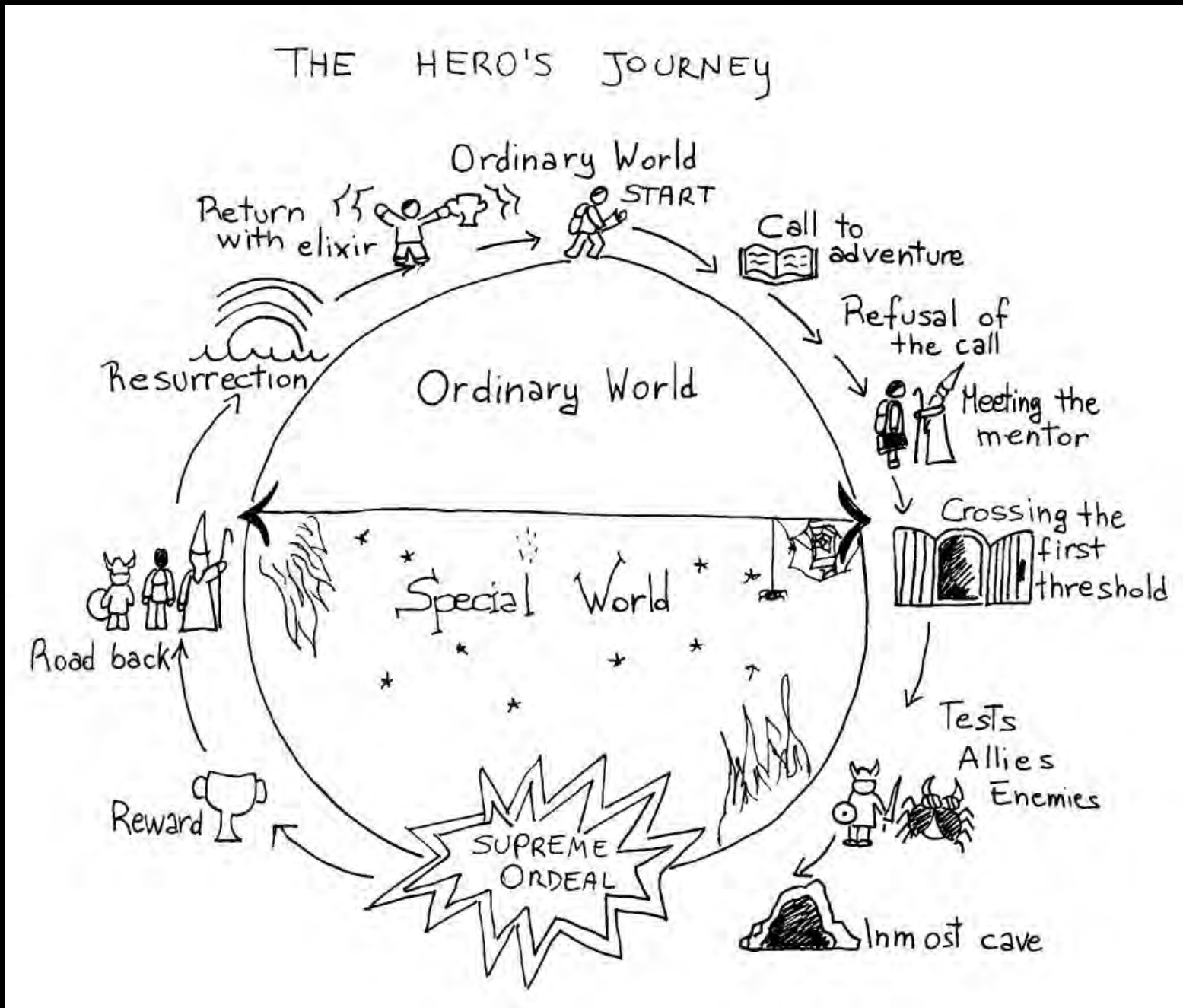
Engagement tip: “Show Don’t Tell”

<p><u>Eager</u></p> <ul style="list-style-type: none"> • Bouncing up and down • Whispering to self • Breathing deeply • Pretending to do something • Keeping busy • Checking up Ex. Looking at the clock 	<p><u>Nervous</u></p> <ul style="list-style-type: none"> • Face gets hot and red • Sweaty palms • Voice cracks • Ears ring • Shaky hands • Bite nails • Bite lips/inside of cheek • Wide eyes • Shallow breaths 	<p><u>Excited</u></p> <ul style="list-style-type: none"> • Wide smile • Squeal/scream • Bounce up and down • Fiddle with objects • Play with hands • Tap/shake foot • Talk fast • Tap pencil on desk • Pace back and forth
<p><u>Scared</u></p> <ul style="list-style-type: none"> • Curl up/tuck knees to head • Close eyes • Put hands over ears • Stop breathing OR breath fast • Bite nails • Shake • Grind teeth • Hug something tight 	<p><u>Frustrated</u></p> <ul style="list-style-type: none"> • Stomp • Grunt/mumble/yell • Deep breaths • Hot face • Cheeks get red • Smack hands to face • Hit/kick something • Point a finger • Eyes come close together 	<p><u>Sobbing</u></p> <ul style="list-style-type: none"> • Feel eyes fill up with water • Eyes turn red/burn • Red cheeks • Face becomes sticky • Purse lips together • Hold head down • Hold breath • Blink fast • Try not to blink
<p><u>Happy</u></p> <ul style="list-style-type: none"> • Big smile • Laughing loudly • Cheeks hurt • Talking loudly • High pitch voice • Animated 	<p><u>Upset</u></p> <ul style="list-style-type: none"> • Walk slowly • Head down/No eye contact • Bit inside of cheek • Think about home • Quiet/don’t really talk • Crack knuckles • Think a lot 	<p><u>Bored</u></p> <ul style="list-style-type: none"> • Pace back and forth • Sigh loudly • Complain • Play with fingers • Blank face • Rummage through things like games • Make up stories

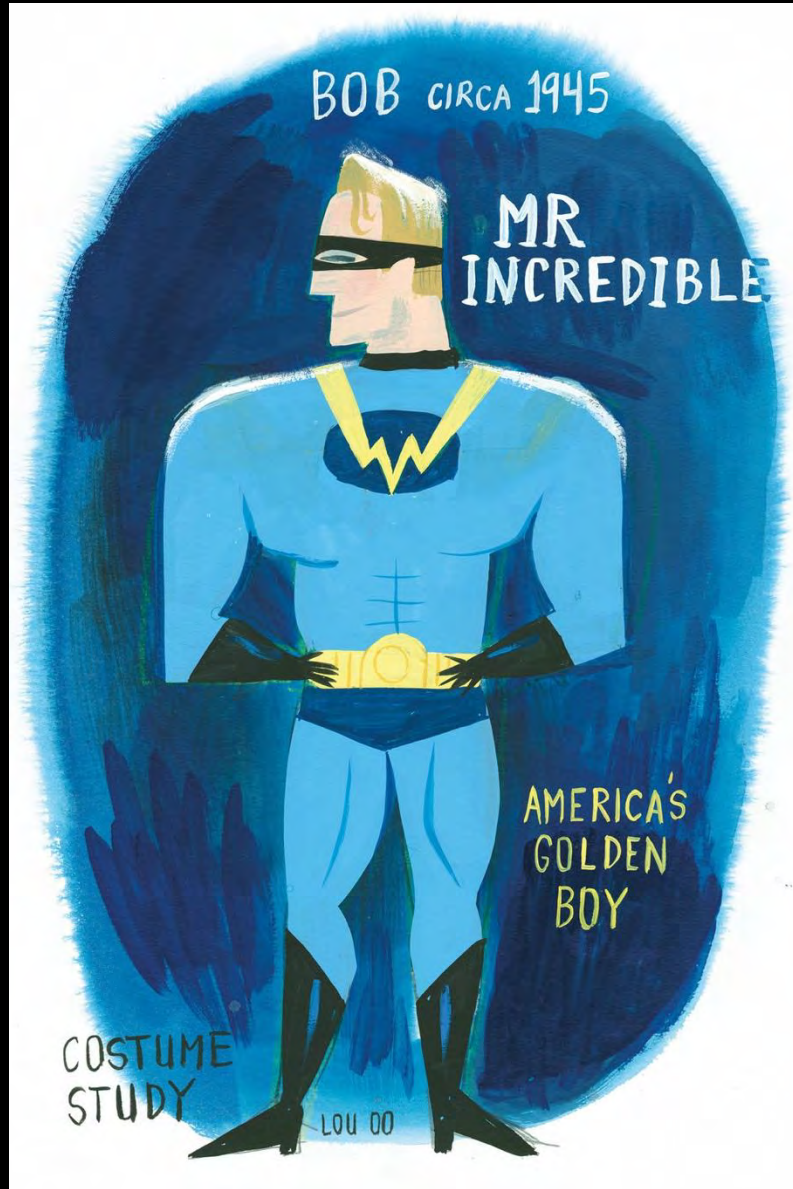
The Character 360

- **GOAL**
- **STARTING POINT**
- **STAKES**
- **OBSTACLES & CONFLICT**
- **END POINT**

Joseph Campbell



Example Bob Parr



Building the backstory

- Describe the journey they have taken up to this point.
 - Explain the character's methods and approach
 - why they act the way that they do, the choices they make, and how it drives the individual forward.
 - Are they making progress towards their goal, or making things worse?
-

Areas to explore

- | | |
|---|--|
| • Childhood and family dynamics | • Relationships: friends, partners, or mentors |
| • Traumatic or impactful events | • Goals, aspirations, and dreams |
| • Educational background and achievements | • Hobbies, interests, or talents |
| • Obstacles, challenges, or setbacks | • Values, morals, and ethical code |
| • Secrets, hidden aspects, or unresolved issues | |

Bob's Back Story



Bob Today





Bob's Break Through



Bob's Evolution



LOU ROMANO

Incredibles Initial Color Script



<https://www.moma.org/audio/playlist/192/2575>

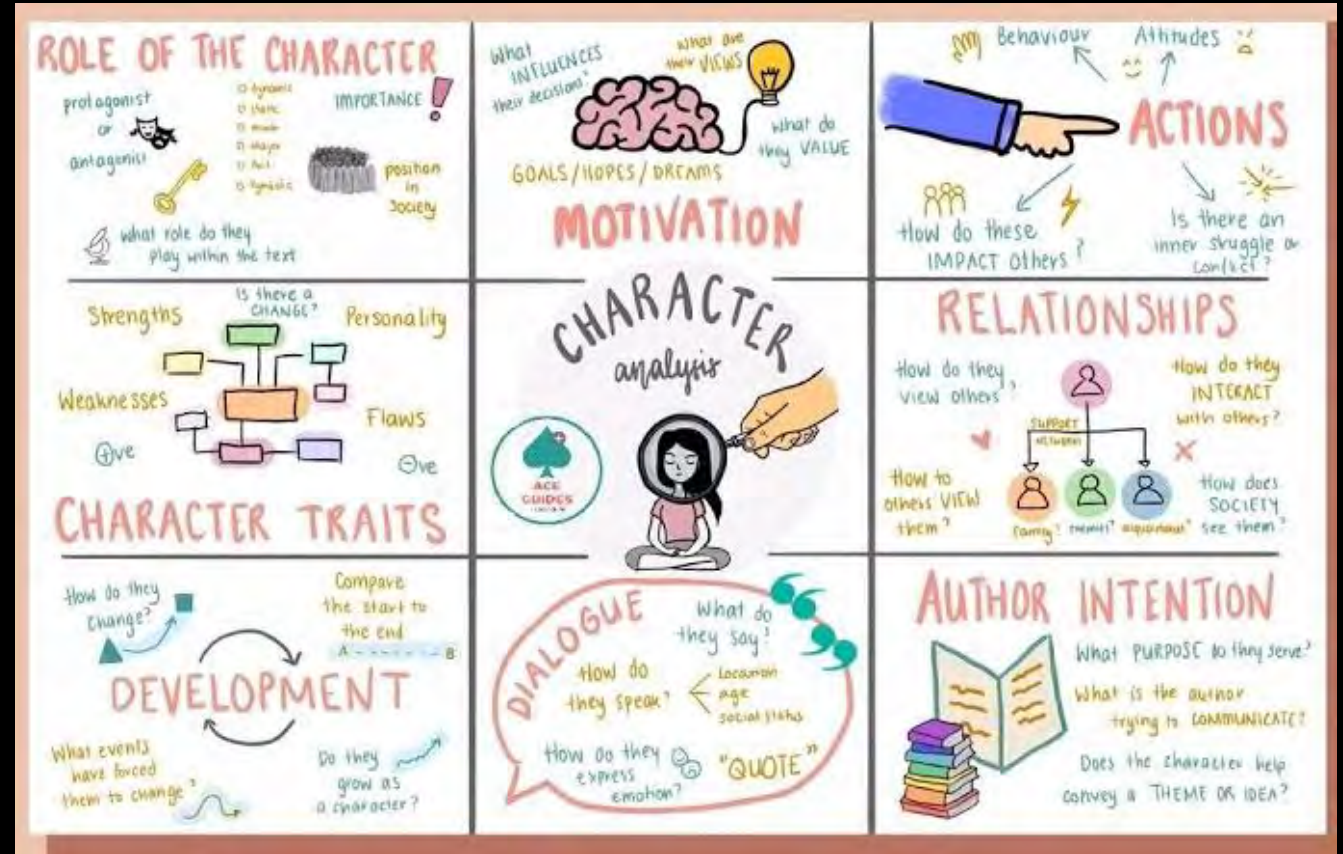
Lou Romano

Characters Transform With a Moment of Truth

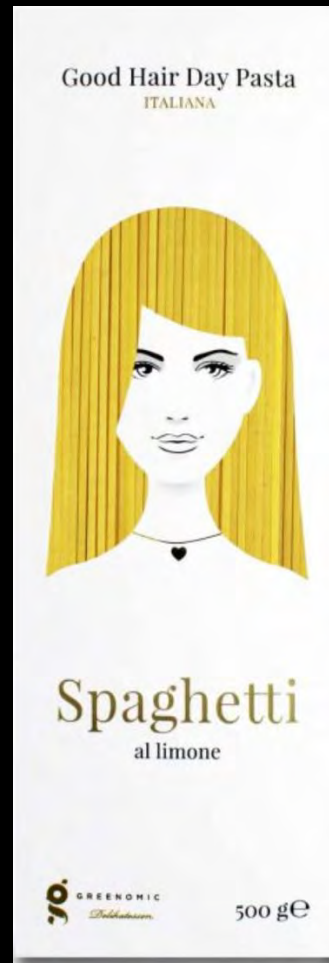
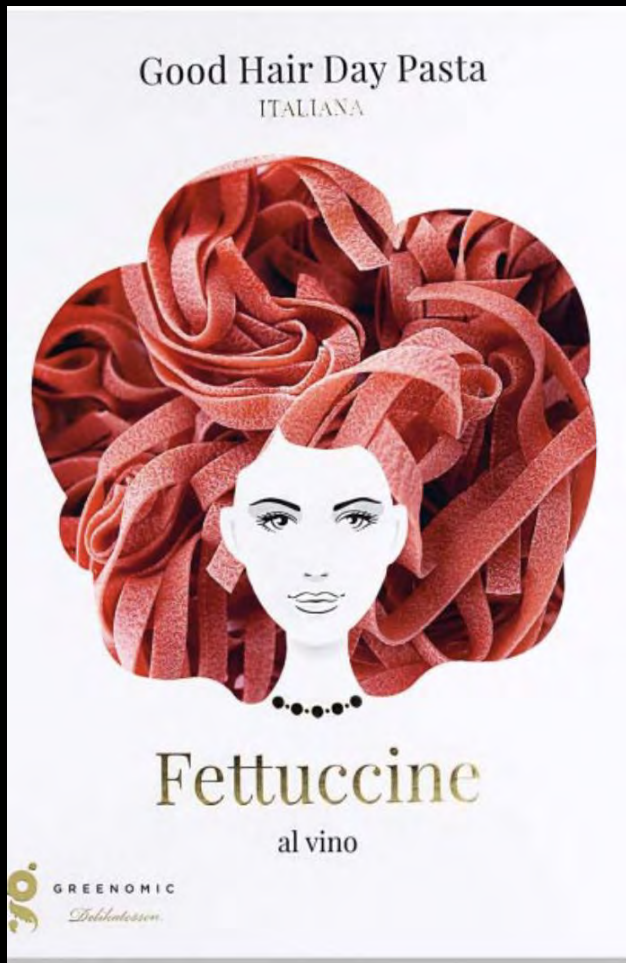


Suggestions for Designing a Character

- Add specific characteristics
- Choose archetype
- Build the backstory
- Add quirks, faults, & flaws
- Give your character an arc
- Add visual references
- Create the relationships



What do they look like?



What are their motivations, vulnerabilities and traits?



ChatGPT

Sure, here's a table outlining motivations, vulnerabilities, and character traits for a compelling villain in your fiction story:

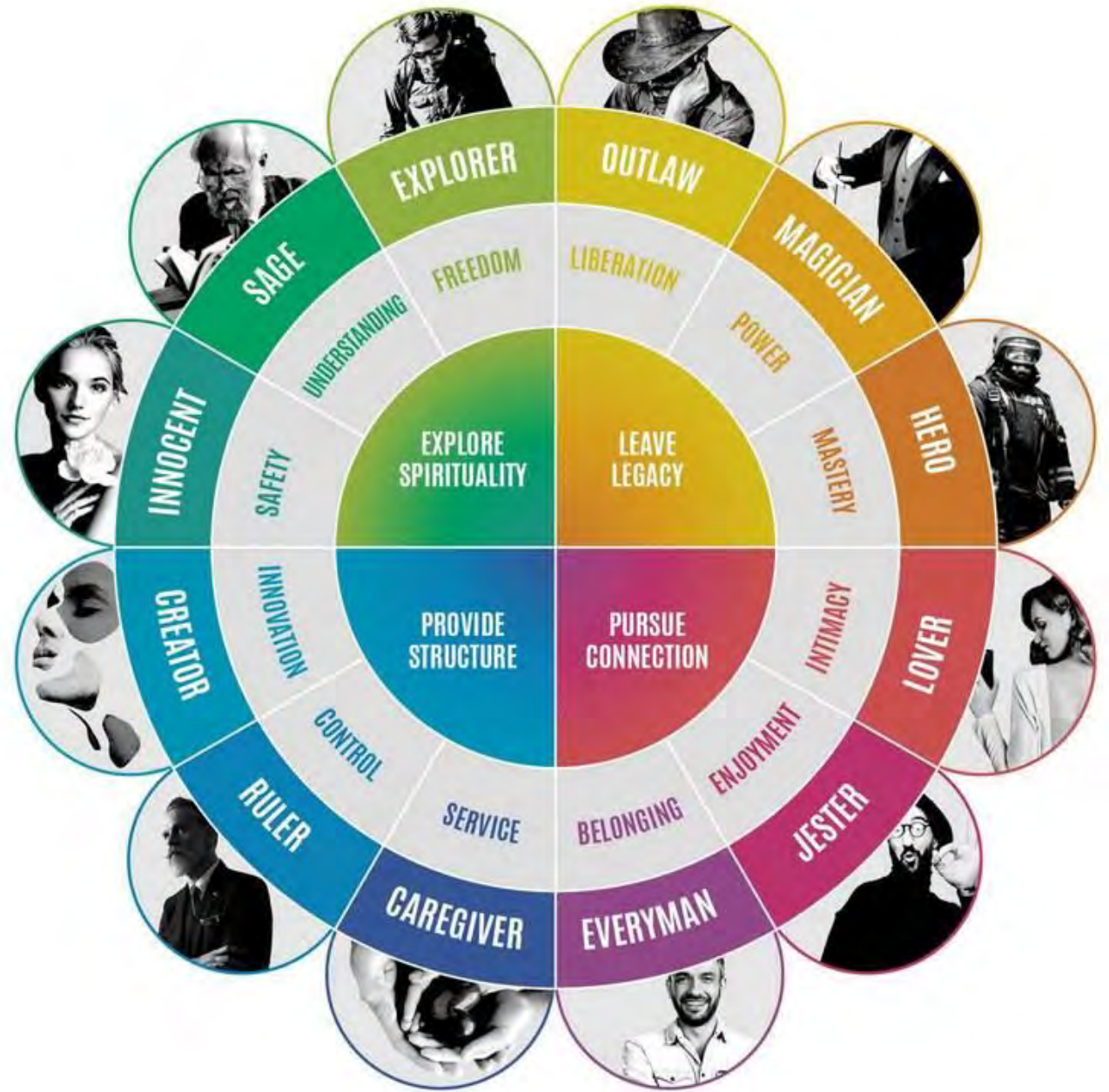
Motivations	Vulnerabilities	Character Traits
Power	Love	Cunning
Revenge	Pride	Ruthless
Control	Guilt	Charismatic
Wealth	Fear	Manipulative
Dominance	Obsession	Intelligent
Chaos	Loneliness	Sadistic
Recognition	Greed	Calculating
Survival	Past Trauma	Unpredictable
Ideology	Addiction	Ambitious
Protection	Anger	Deceptive

What does your character's voice sound like?

honey	snarly	raspy	weedy
husky	snippy	ringing	wheezy
insincere	sniveling	robotic	whiney
low matter-of-fact	sour	rough	wobbly
mewling	strangled	rumbling	wooden
monotone	strident	seething	worn
musical	stuttering	shrill	yappy
nagging	sugary	silky	appealing
nasal	taut	silvery	fluttery
purr	thin	singsong	articulate
quacking	throaty	slinky	froggy
quaking	tight	slithery	blubbery
quivering	trilling	small	fussy
quiet	weak	smoky	breathy
		smooth	

Character Archetypes

Explorer/Traveler
Outlaw/Rebel
Magician/Wizard
Warrior/Hero
Lover/Temptress
Jester/Joker
Everyman/Orphan
Caregiver/Healer
King/Ruler
Artist/Creator
Innocent/Virgin
Mentor/Sage



Character's and their
motivation:

The iPhone 15



Archetype: Caregiver



Archetype: Warrior



Archetype : Creator

Titanium

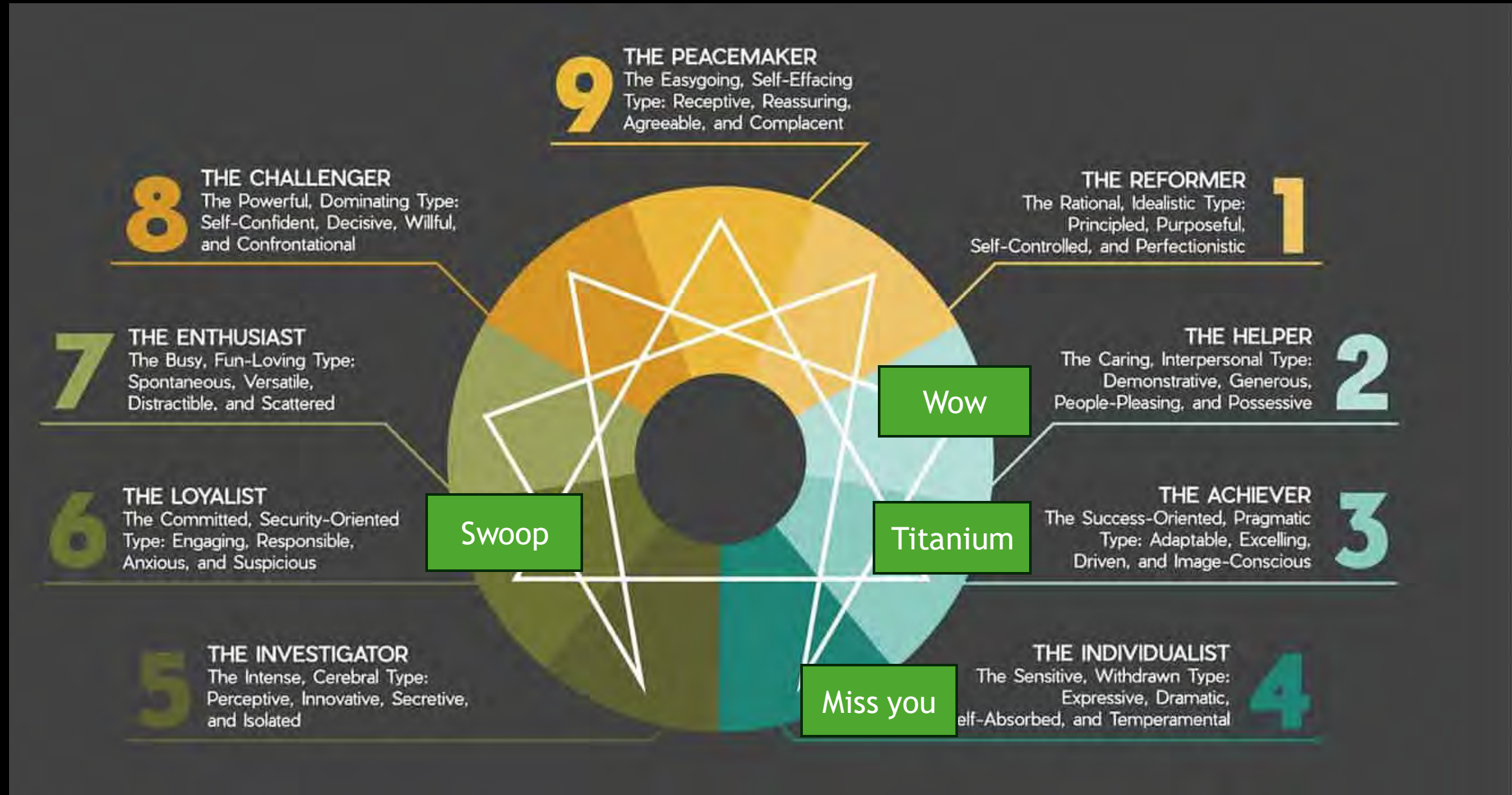
iPhone 15 Pro



Character: Lover

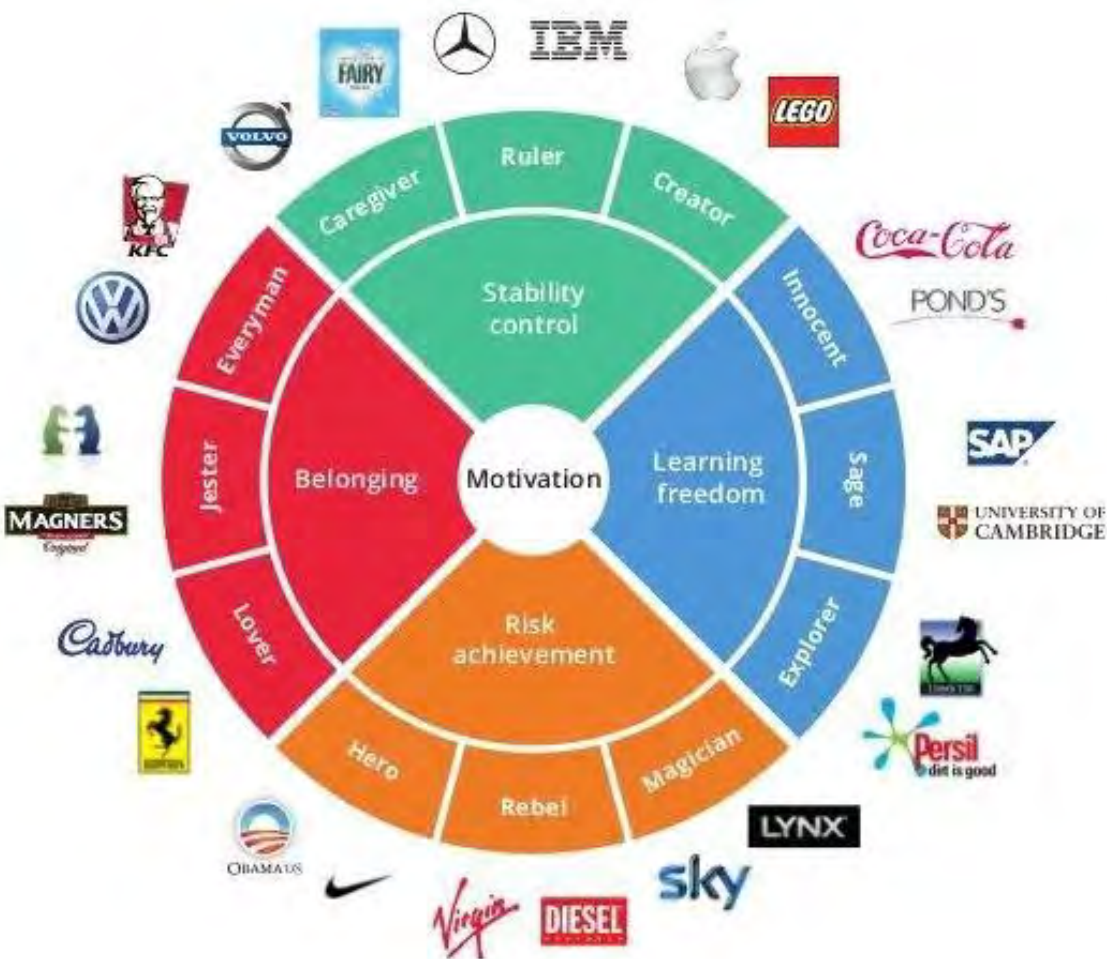
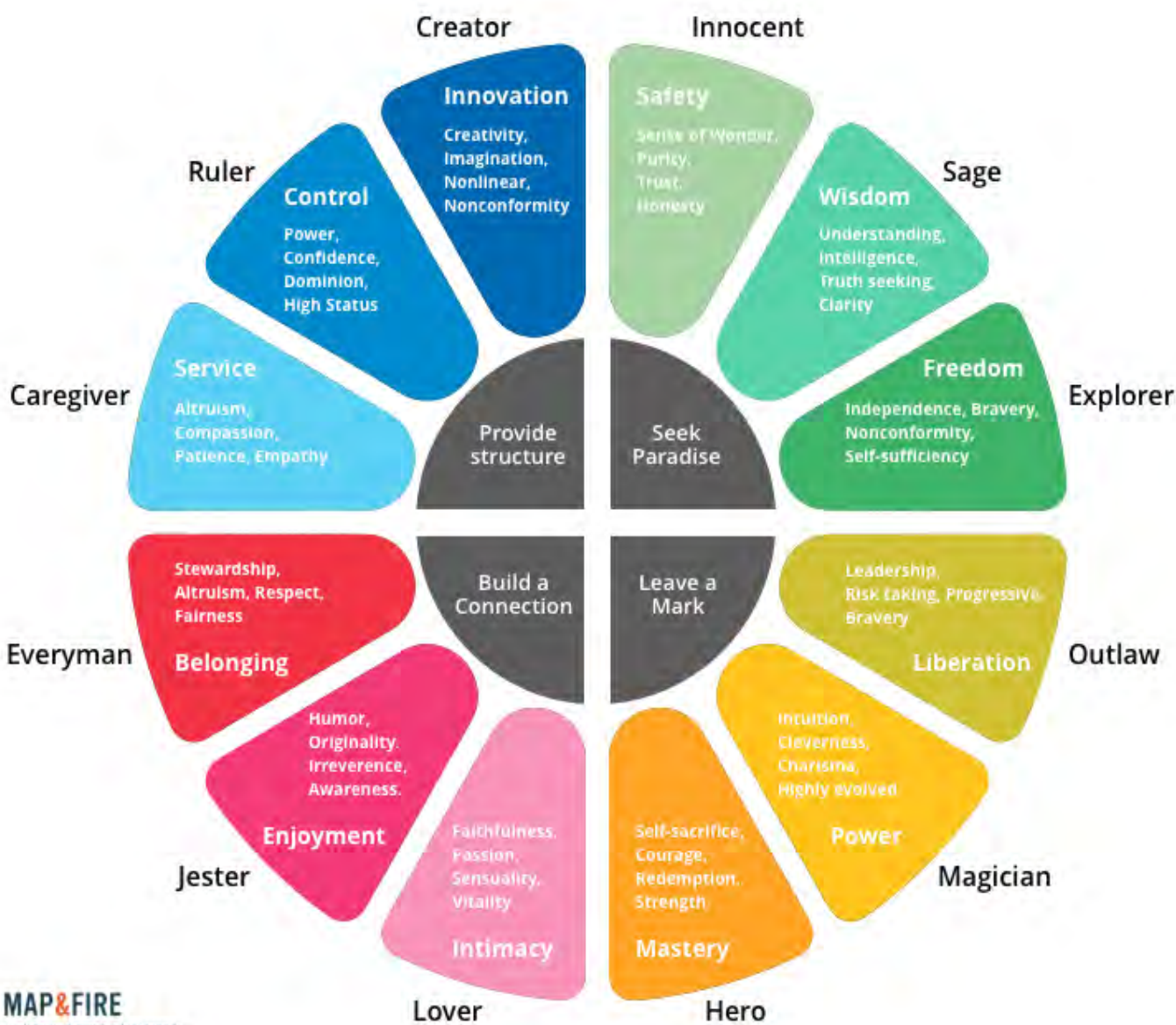


Character Motivation



Enneagram of personality models of human psyche

Character Archetypes



Example: Brand Application

Nespresso Example

Lover



I'll insure you always have the best coffee

Caregiver



I'll be your barista and make coffee your way

Magician



I'll instantly make you coffee

Sage



I'll help you feel sophisticated when you drink coffee

Edie's Bag Example





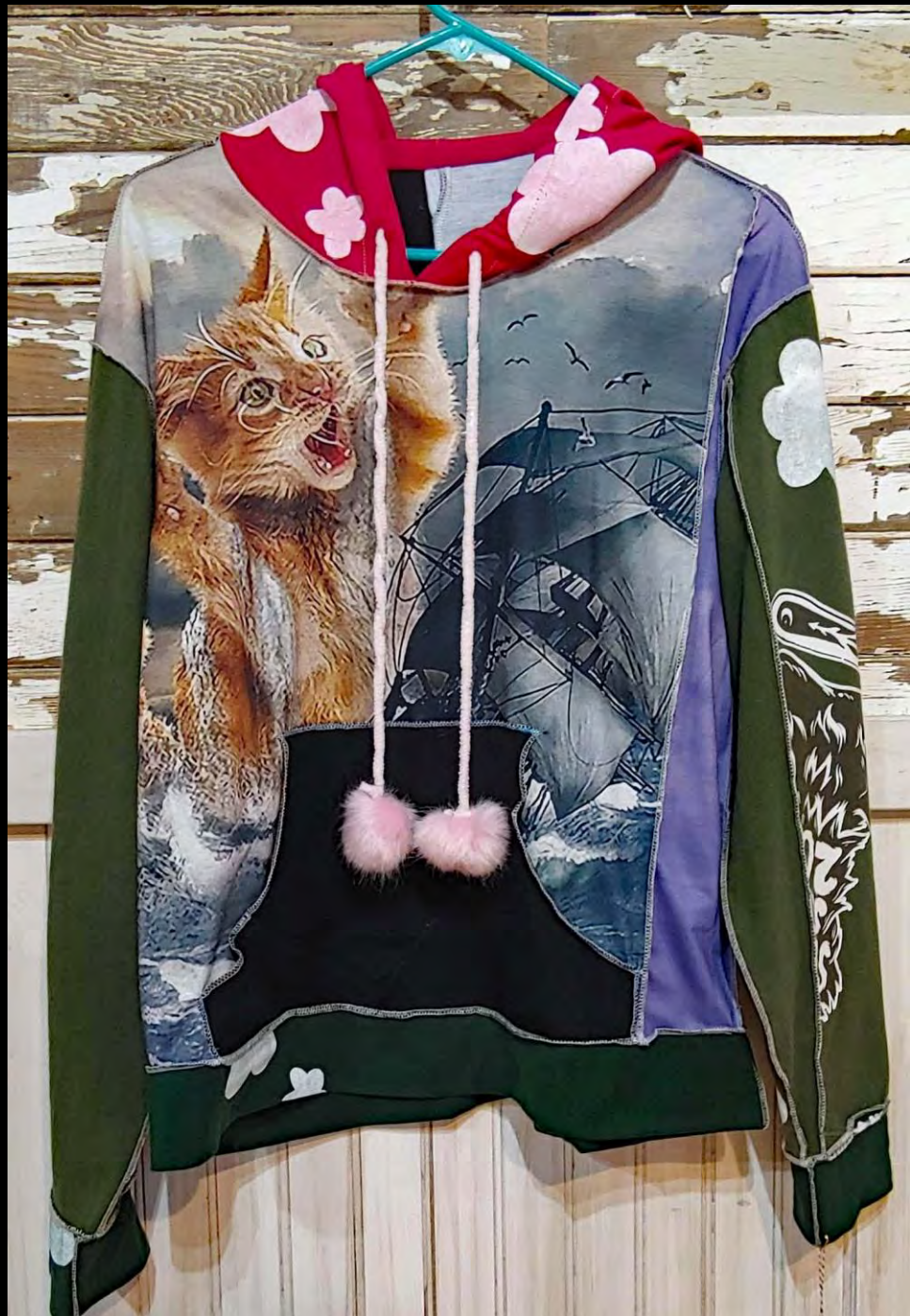


edieeverette.com























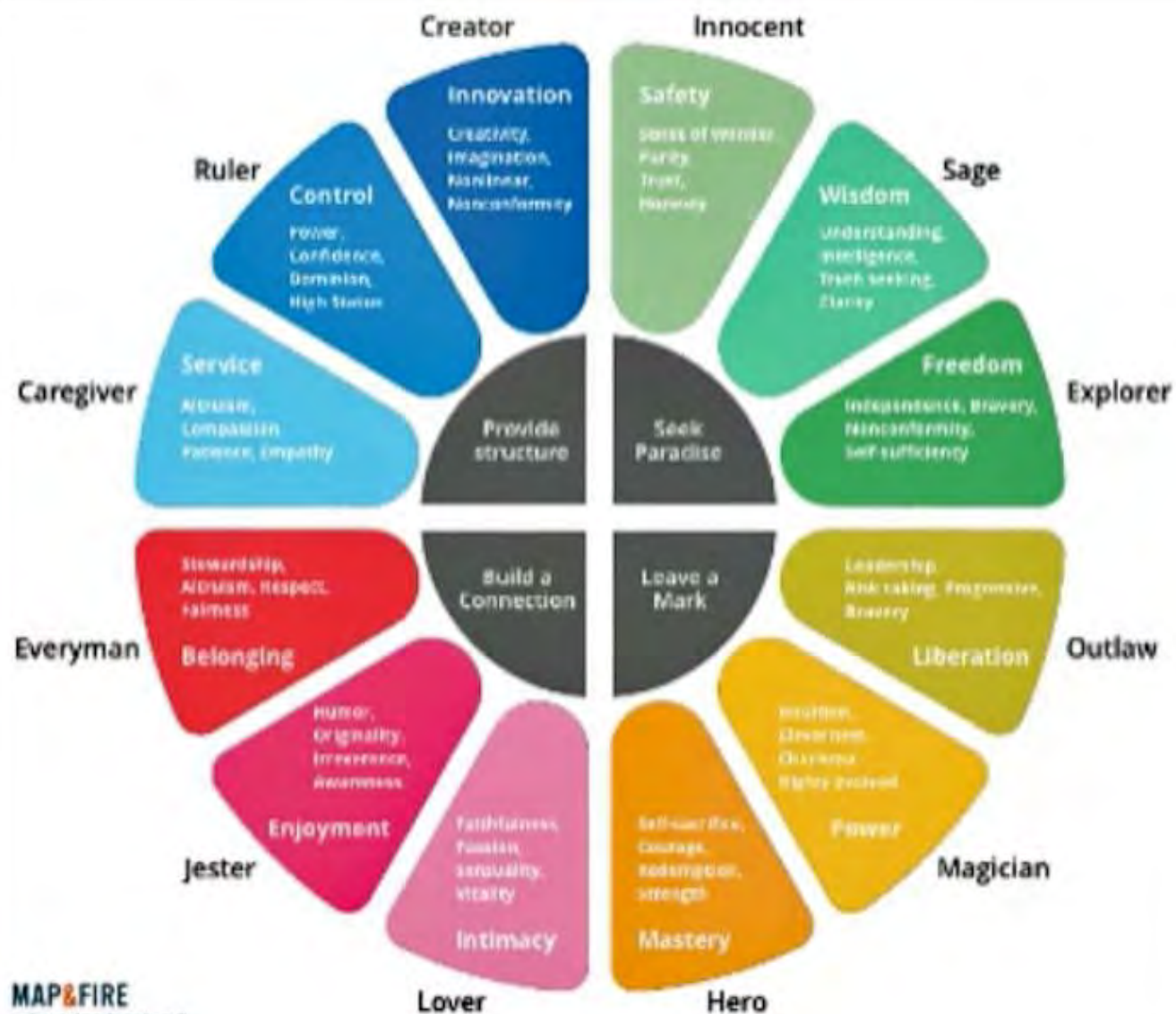




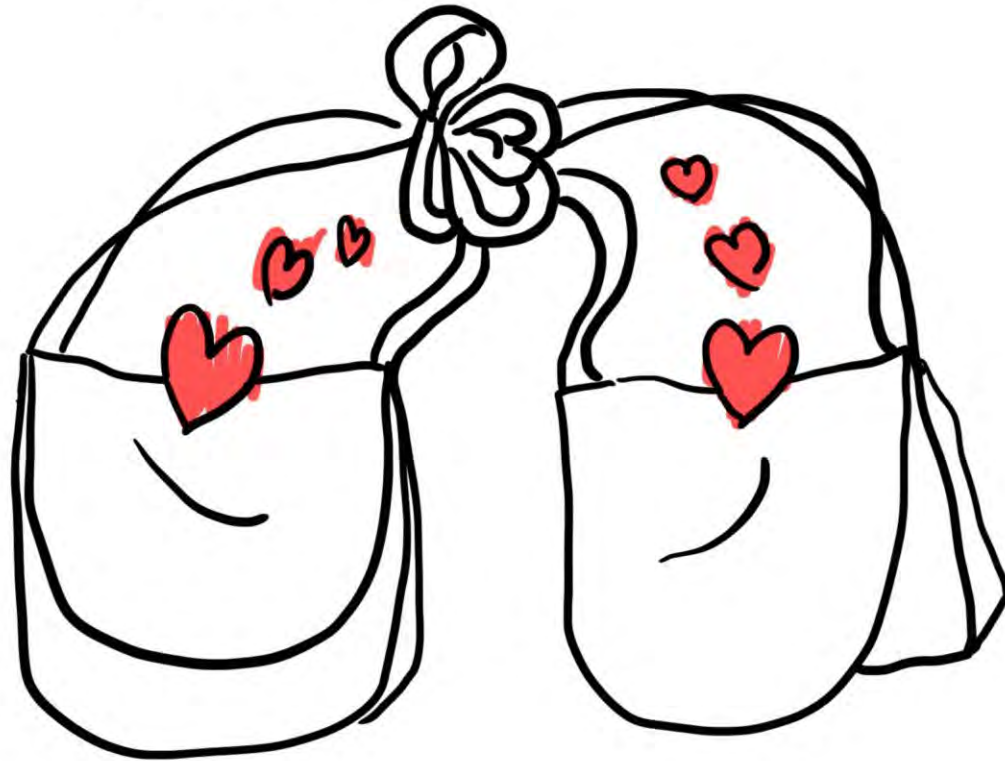




Character Archetypes



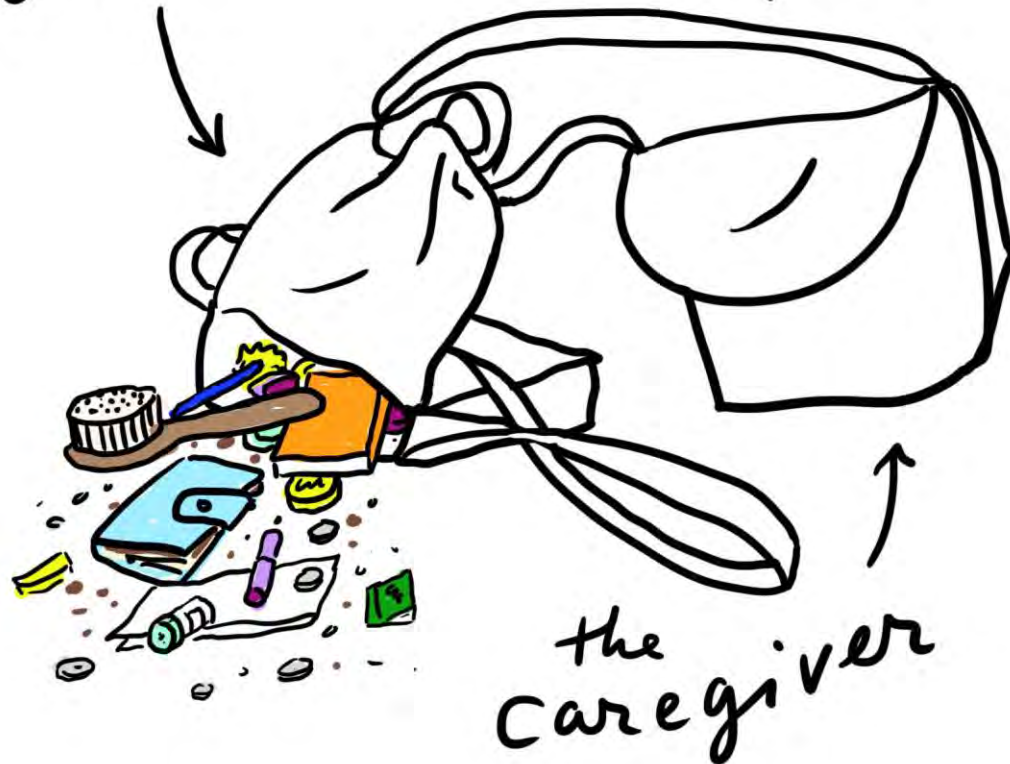
The Lovers



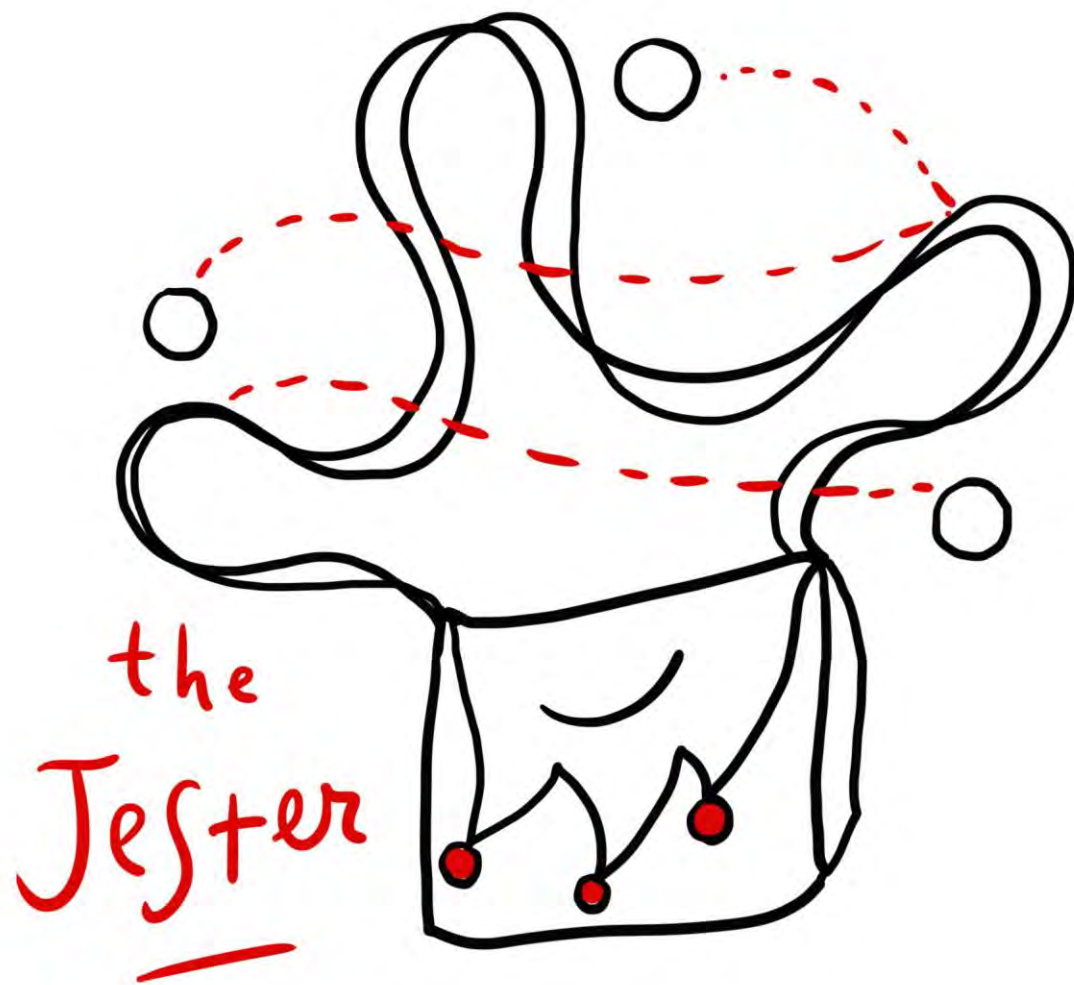


the
outlaw

you shouldn't
drink
so much!



the
caregiver

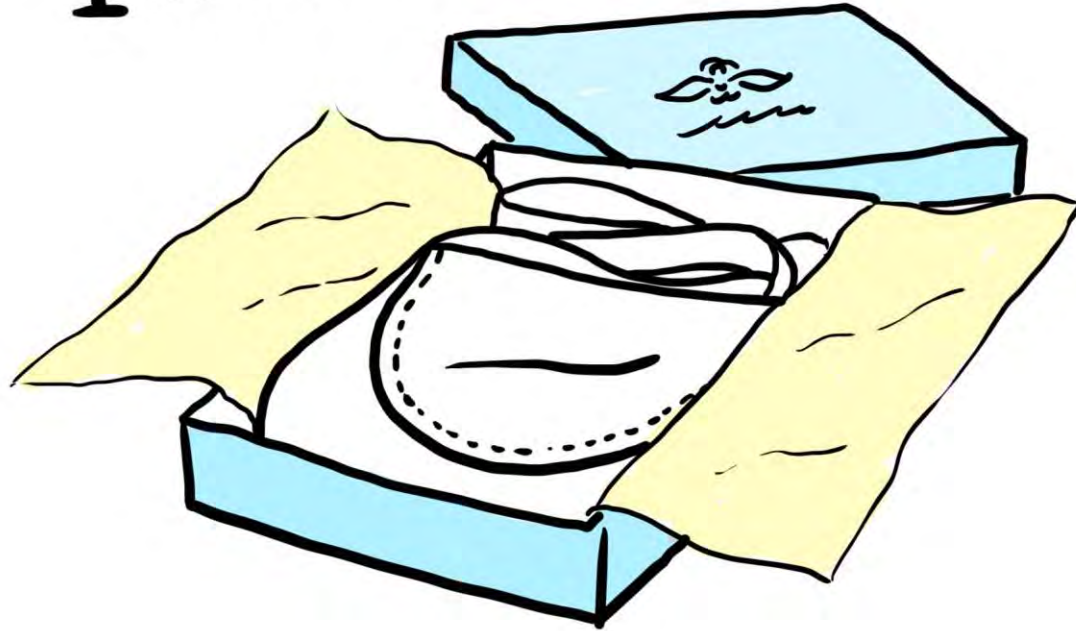


{ veryman





the Innocent



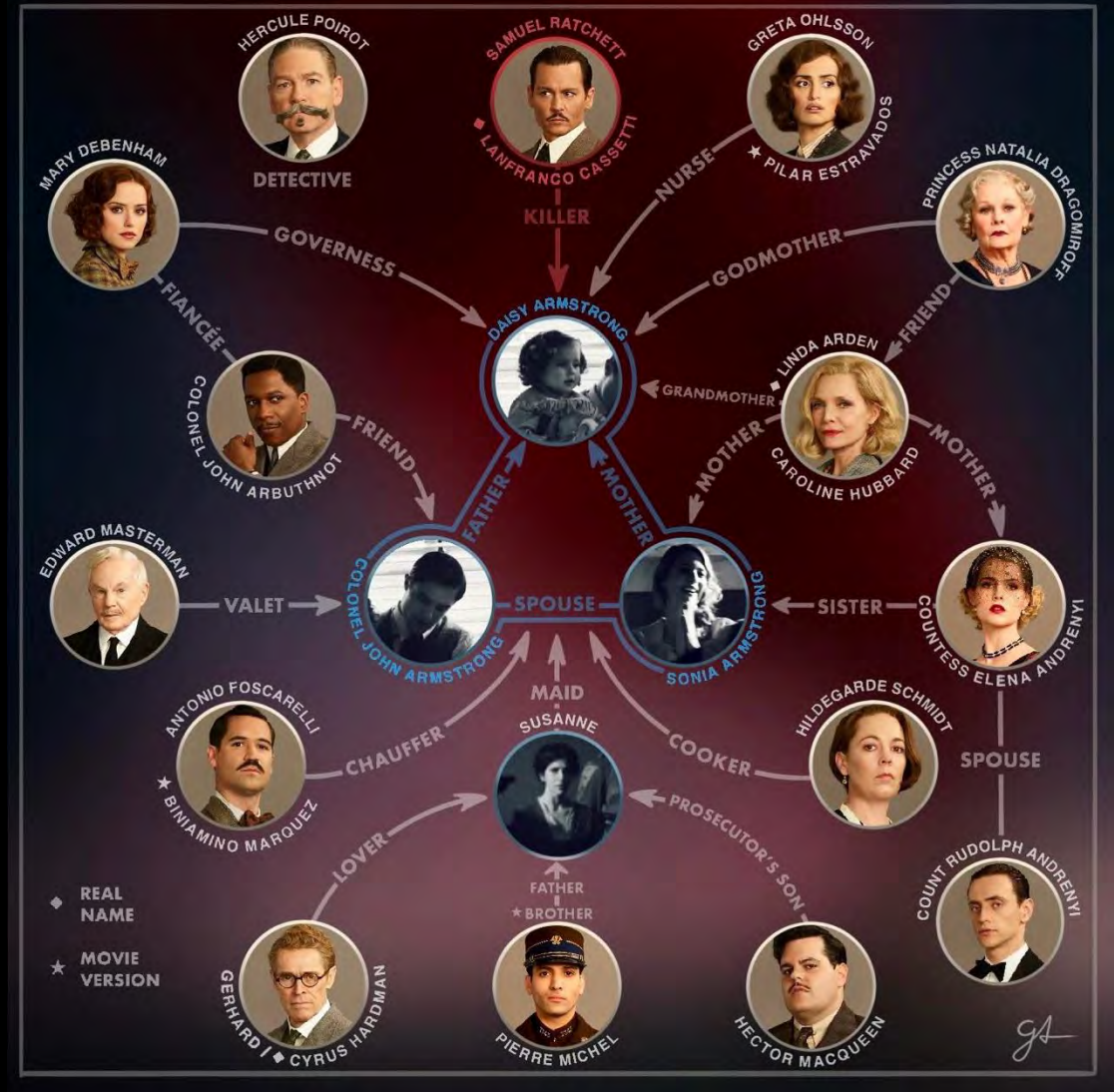


Quick Break

Casting the story

A character in isolation is hard to make interesting

Conflict is your friend



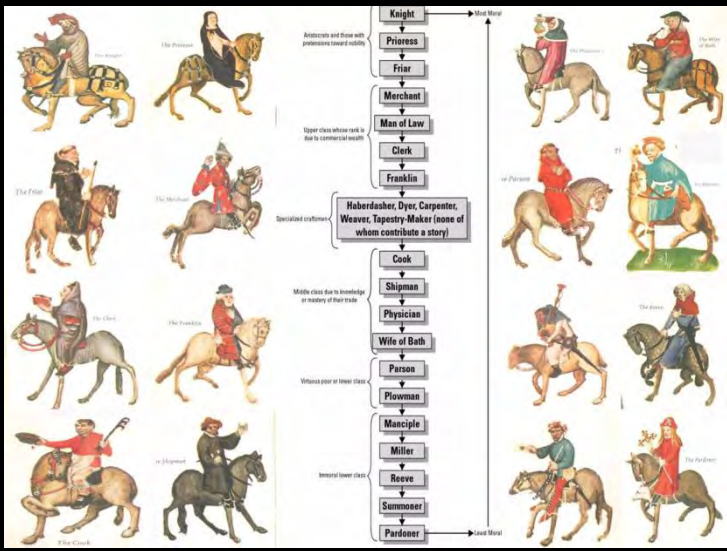


Ensembles:
Example Canterbury Tales



The Canterbury Tales
Ezra White Mural
Library of Congress

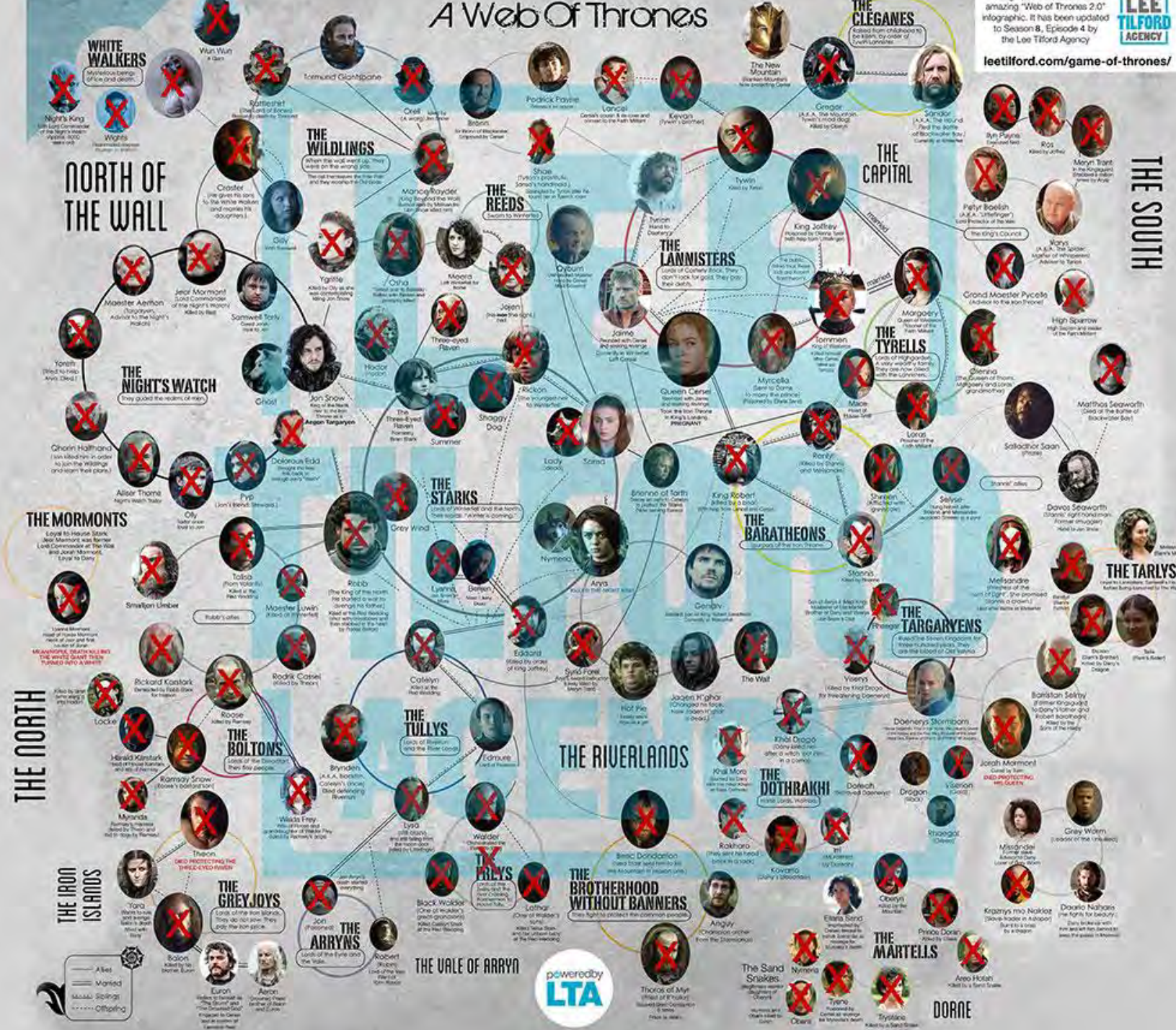
Ensembles: Example Canterbury Tales



Ensembles
Example:

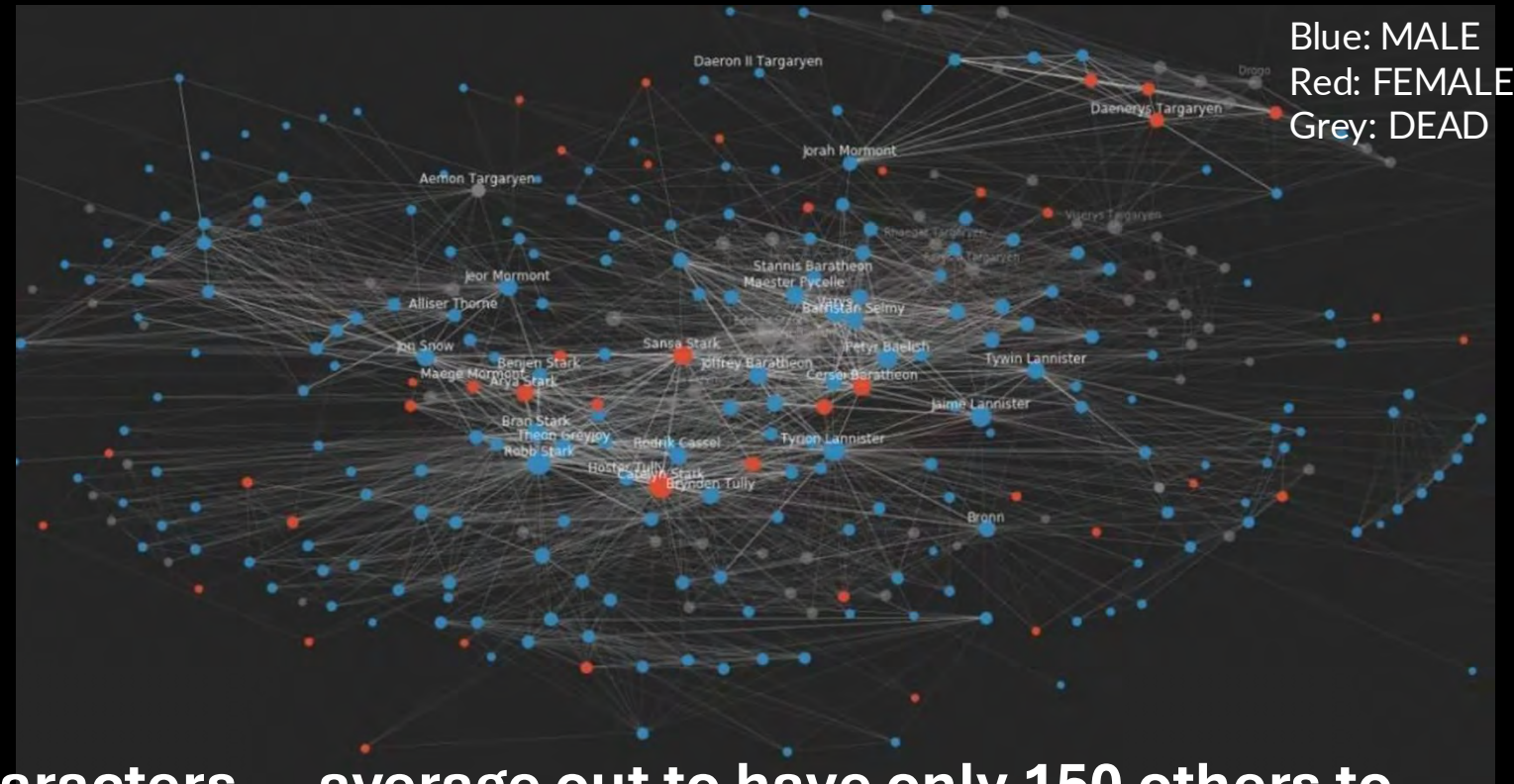
Game of Thrones

2000 named
characters
41,000 interactions
between them.



Your Game of Thrones obsession, decoded by data science

There's a secret sauce to George R.R. Martin's A Song of Ice and Fire and it has to do with the 2,000 named characters.

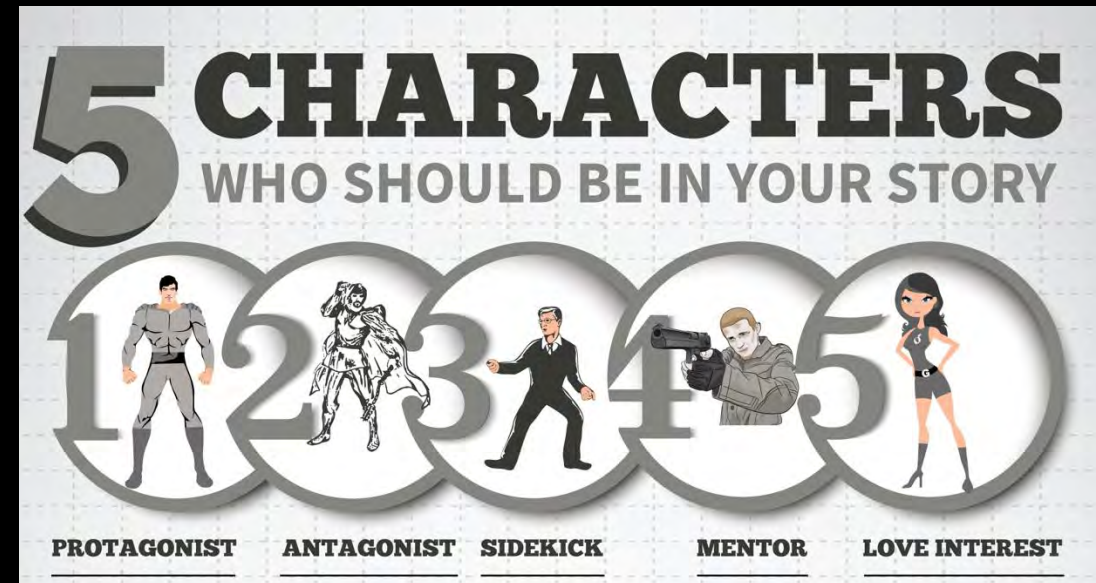


“Even the most predominant characters ... average out to have only 150 others to keep track of. This is the same number that the average human brain has evolved to deal with.”

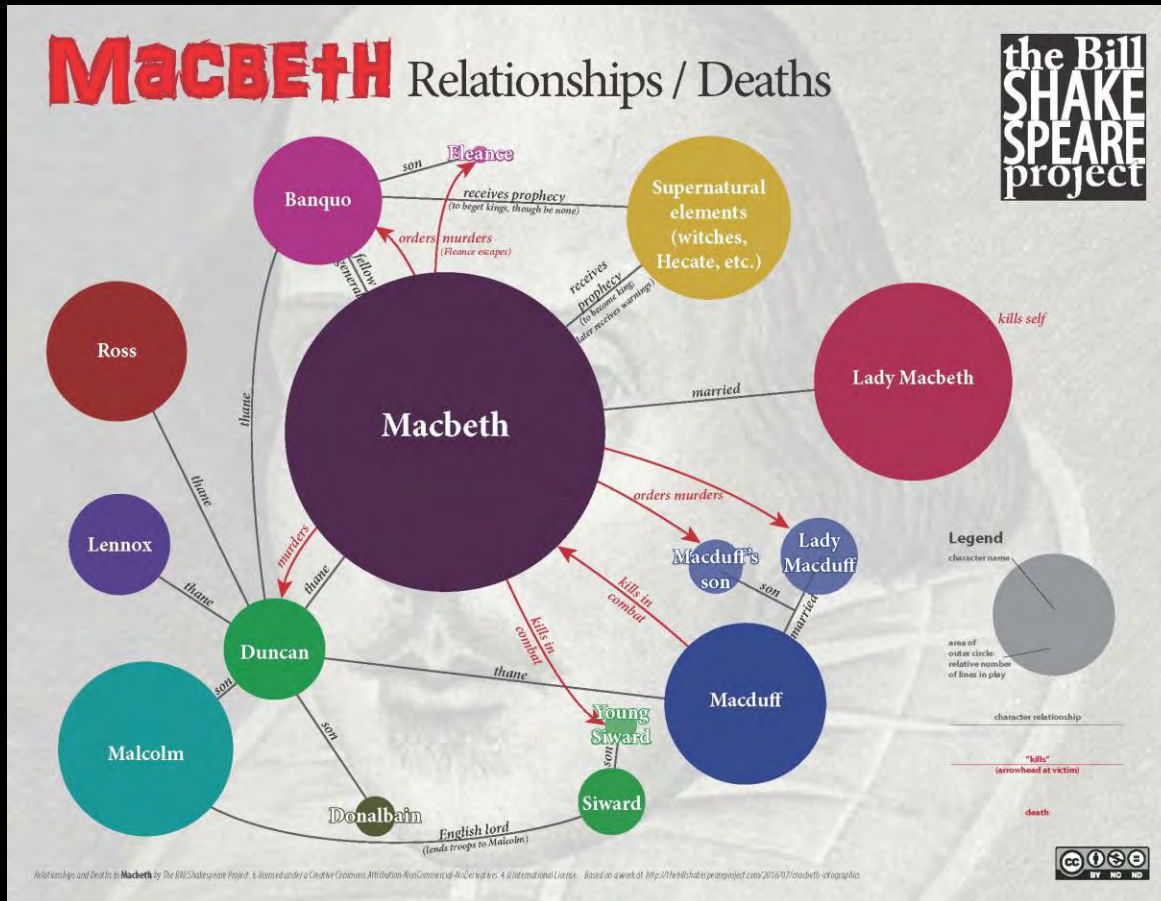
The deaths appear random as the story unfolds, but when the chronological sequence is reconstructed, the deaths are not random at all; rather they reflect how common events are spread out for non-violent human activities in the real world.

Evaluating Additional Characters

- Do they round out the protagonist ?
- Make the protagonist's complexity consistent and credible?
- Have clear motivations and goals that help to pull the story forward?
- Bring solutions into the story a way no other character could?
- A strong link to the story conflict?
- Offer readers unique perspectives?
- Do they have something to lose or at stake?
- Create tension with other characters?

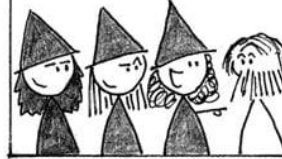


Revealing the protagonist through their interactions with others



MACBETH: ONE PAGE SUMMARY

Three witches tell Macbeth he will become king.



Macbeth tells Lady Macbeth he will become king.



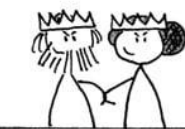
Lady Macbeth tells Macbeth to kill the king.



Macbeth
kills the king.



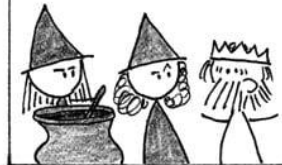
Macbeth
becomes king.



Macbeth has his friend Banquo murdered.



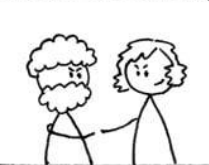
Macbeth gets more prophecies from the witches.



Macbeth kills the family of Macduff, Thane of Fife.



Macduff joins up with Malcolm, son of the dead king.



Lady Macbeth
goes mad and
dies.



Macduff and Malcolm
dress up like trees
and attack Macbeth.









Macduff
kills Macbeth.



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Applying the Model

	The Hero "More or less human in character, through whom the world destiny is realized"	The Ancient Mystagogue "The Wise Old Man... whose words assist the hero through the trials and terrors of the weird adventure"	The Enemy "Great and conspicuous in the seat of power"	The Threshold Guardian "The first problem of the hero to surpass"	The Shape-Shifter An ambiguous character whose loyalties and values are not always clear	The Trickster Comic relief, to offset the dramatic tension
"Harry Potter" series	 Harry Potter	 Dumbledore	 Voldemort	 Quirrell	 Snape	 Ron Weasley
"Star Wars" series	 Luke Skywalker	 Obi-Wan	 Darth Vader	 Stormtroopers	 Han Solo	 C-3PO and R2-D2
"The Matrix" series	 Neo	 Morpheus	 The Matrix	 Agent Smith	 Cypher	There's not much to laugh at in "The Matrix."
"Lord of The Rings"	 Frodo	 Gandalf	 Sauron	 Aragorn	 Boromir	 Merry and Pippin
"Finding Nemo"	 Marlin	 Crush	 Darla	 Bruce	 Gill	 Dory

SOURCES: Joseph Campbell, "The Hero With a Thousand Faces"; Internet Movie Database

NOTE: Your opinion may vary.

PATRICK GARVIN/GLOBE STAFF

A few additional thoughts
to support the building of
your epic cast



Embrace the Antagonist

1. Give them attention
2. Write in their voice
3. Portray them as the hero in their story
4. Humanize them
5. Make them dangerous
6. Make them unique
7. Fit them into the story

LOVE YOUR ANTAGONIST

Treat your antagonist as a real person. Their sole reason for existing should not be to act as a foil to your protagonist.

It is the framework of your story that sets the antagonist in opposition. What happens when the antagonist becomes the protagonist?

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Have you imbued your antagonist with some of your own good & bad characteristics?

Use a real-life antagonist for inspiration, and give them some love too.

MY ANTAGONIST WANTS:	WHY HE / SHE WANTS WHAT THEY WANT:	HE / SHE WILL SACRIFICE THESE TO GET WHAT THEY WANT:	MY ANTAGONIST IS GOOD AT:
<hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/>	
OTHERS JUDGE HIM / HER TOO HARSHLY BECAUSE:	BUT HE / SHE ACTS LIKE THIS BECAUSE:	I CAN SYMPATHISE WITH MY ANTAGONIST BECAUSE:	
<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	MY ANTAGONIST IS BAD AT:
			<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
HE / SHE COULD CHANGE IF:	HE / SHE CAN'T CHANGE BECAUSE:	WHO ELSE LOVES / LOVED YOUR ANTAGONIST?	WHY DO / DID THEY LOVE YOUR ANTAGONIST?
<hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/>	<hr/> <hr/> <hr/> <hr/>

Sidekick is not a fair term- it's the hero's other side

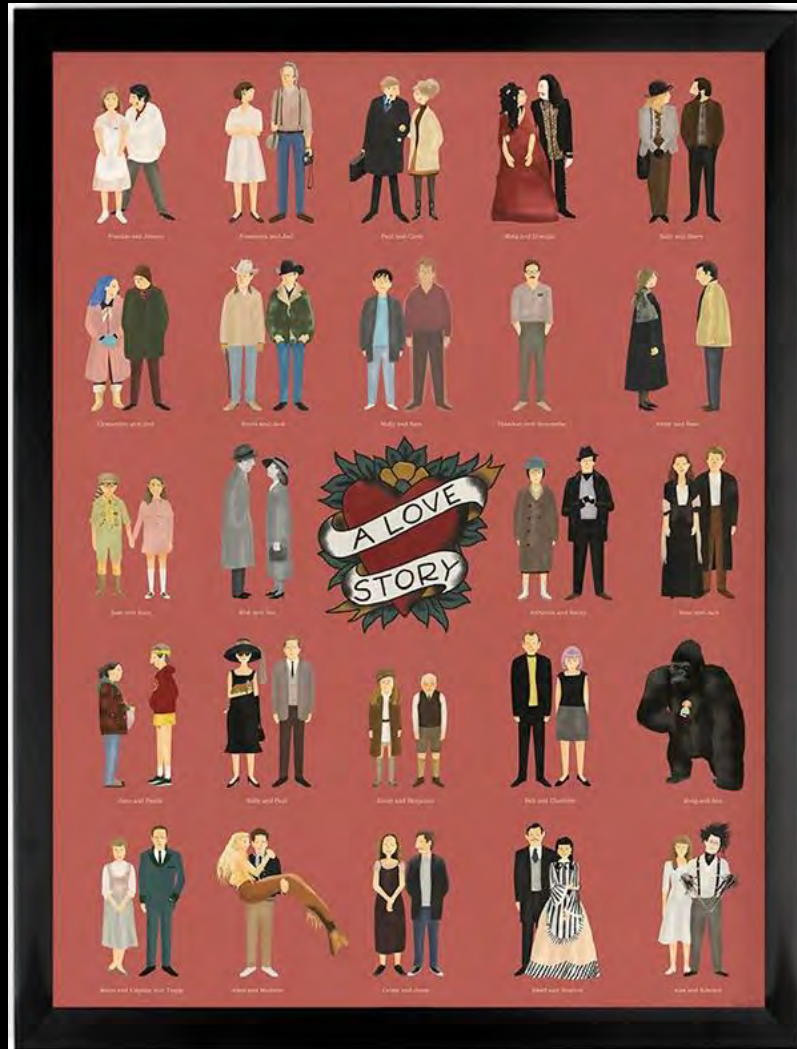
- Completes the hero adding something physical, ethical, or spiritual; (s)he needs another to be whole.
- A counterpart who makes that completion come about or has qualities the hero needs.
- A complication, be it a misunderstanding, personal or ethical viewpoint, epic historical event, or the prudish disapproval of society.



Mentors magically move character's forward



Love makes people do unexpected things



POSITIVE

- Loving
- Supportive
- Nurturing
- Motivating
- Mentoring
- Trust bond
- Romantic
- Comforting
- Reliable
- Fun

NEGATIVE

- Critical
- Competitive
- Neglectful
- Controlling
- One-sided
- Toxic
- Codependent
- Dysfunctional
- Loveless
- Volatile

OPPORTUNITIES FOR CONFLICT

- Respect that doesn't flow both ways
- Conflicting beliefs
- An imbalance of power or authority
- Opposing values
- Jealousy or envy
- Different risk thresholds
- Differing moral lines
- Conflicting motivations
- Sexual friction
- Secrets involving shame or guilt
- Dysfunctional communication
- Conflicting priorities
- Different expectations

Murder on the Orient Express



Bouc - Poirot's friend and nephew of train owner
Hildegard Schmidt - Armstrong cook
Pierre Michel - father of Armstrong nurse
Mary Debenham - Armstrong governess
Hercule Poirot- detective
Princess Dragomiroff- godmother to Daisy's mom
Gerhard Hardman - lover of Armstrong nurse
Mr. Masterman - Colonel Armstrong's servant

Count Andrenyi - Protective husband
MacQueen -son of DA who handled the Armstrong case
Countess Andrenyi- Aunt of Daisy Armstrong
Biniamino Marquez - the Armstrong's chauffeur
Pilar Estravados - Armstrong's nurse
Edward Ratchett- business man/gangster/kidnapper
Mrs. Hubbard - Daisy Armstrong's grandmother
Dr. Arbuthnot - Armstrong's best friend

Using archetypes to engage



Grab Audience With a Multi-Faceted Characteristic Moment

Let's Play Clue

Pick

- 1 archetype of your choice
- 1 character card
- 1 room card
- 1 weapon or object card

Invent your character

Build their backstory

Explain their motivation. Their truth, fear and flaw?

How did they end up in this room with the weapon in their hand.

* Remember to think about where they are in their evolution. Beginning, middle or end of their transformation.



Character Development

BEFORE

How character feels

Evidence

How character acts

Evidence



AFTER

How character feels

Evidence

How character acts

Evidence

What causes
the character
to change?

Time to work on your character

Character Sheet: General

Name: _____	
Name:	Sexual Orientation:
Full Name:	Marital Status:
Date of Birth (Age):	Spouse/Fiancé(e)/Boyfriend/Girlfriend:
Sex:	
Height:	Children:
Weight:	
Body Type/Build:	
Hair Color:	
Hair Type/Style:	
Eye Color:	
Skin Tone:	Father:
Racial Hair:	Mother:
Piercings:	Siblings:
Tattoos:	
Scars/Marks/Deformities:	
Race/Ethnicity:	Step-Parent(s):
Nationality:	
Birthplace:	Step-Siblings:
Citizenship:	
Languages:	
Religion/Beliefs:	
Virtues:	
Vices:	
Strengths:	Grandparent(s):
Weaknesses:	
Turn-Ons:	
Turn-Offs:	
Bad Habits:	Pet(s):
Fears:	
Talents:	