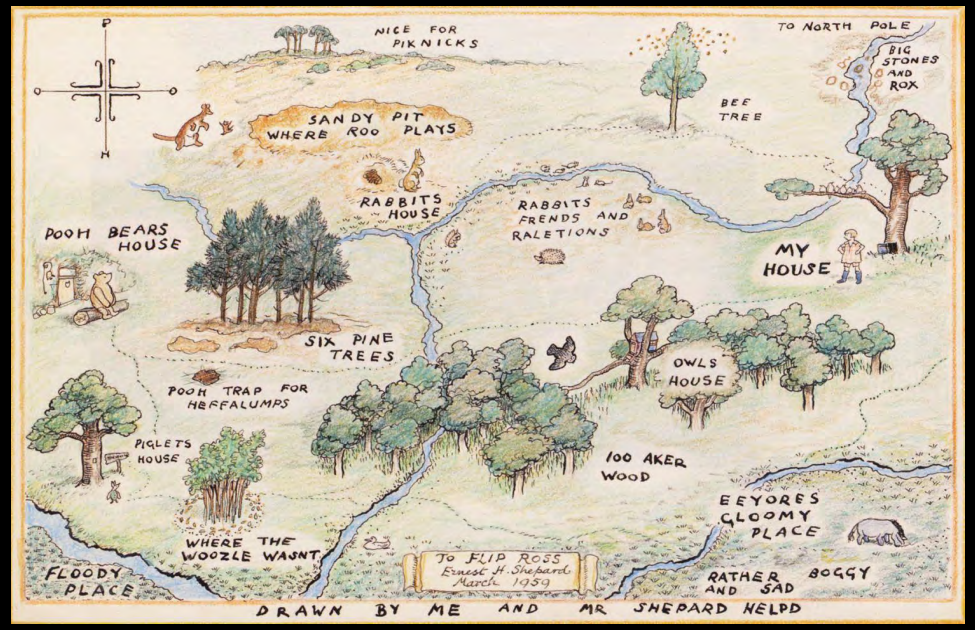
Storytelling for Everyone

Week Three



Edie Everett & Karon Weber

30 September 2024

Worlds & Environments

Storytelling for Everyone: Week Three

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

Week 7

Week 8

Let's meet your characters

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 the 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.

World Building and Stage Setting

Mise-en-Scéne

“Staging an action”

The director’s control over what appears in the frame

- Setting
- Sound
- Lighting
- Costumes
- Props
- Figure Expression
- Movement

Mise-en-scéne:

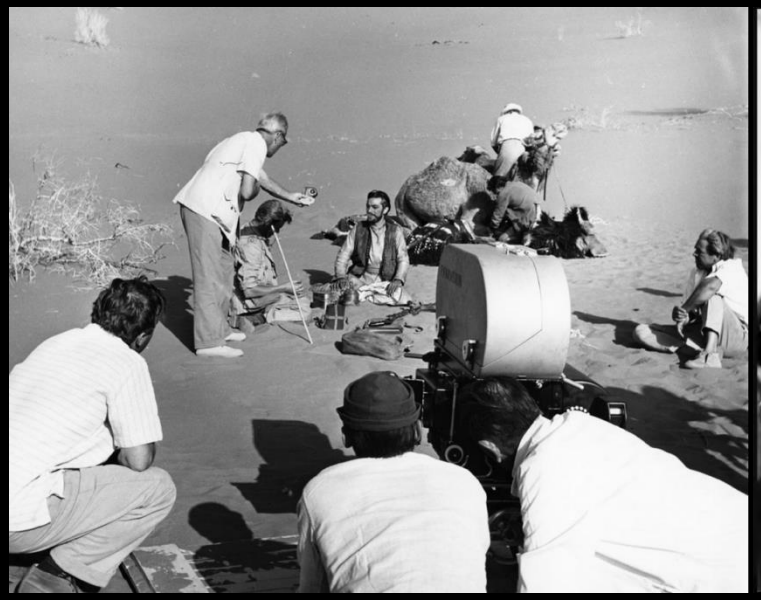
Helps to direct the audience to look purposefully

Provides the visual, acoustic, spatial and temporal factors to guide our expectations

Delivers the cues to infer the three-dimensionality of the scene

- **Foreground**
- **Midground**
- **Background**

Example: Lawrence of Arabia 1961



Color Script Across 1434 Shots

1434 SHOTS

Wes Anderson and Mise-En-Scéne

Seven C's for Consideration

Complete
It should feel that the world existed before with a sense of history will continue to exist after the story is over.

Connected
It is believable that that character is in this world and how they engage with the world supports the story.

Compelling
The core concepts of the world and revealed details hold audience's interest throughout

Conceit
How far does the audience have to deviate from the real world to believe in the story world?

Consistent
What ever the rules the world, they do not contradict or deviate from the laws of nature as they are understood.

Concise
Just enough detail is revealed to make it plausible. In most cases the world is not the hero.

Concentration
How hard does your audience have to work to keep track of where they are and why it is important?

Stories exist inside their worlds

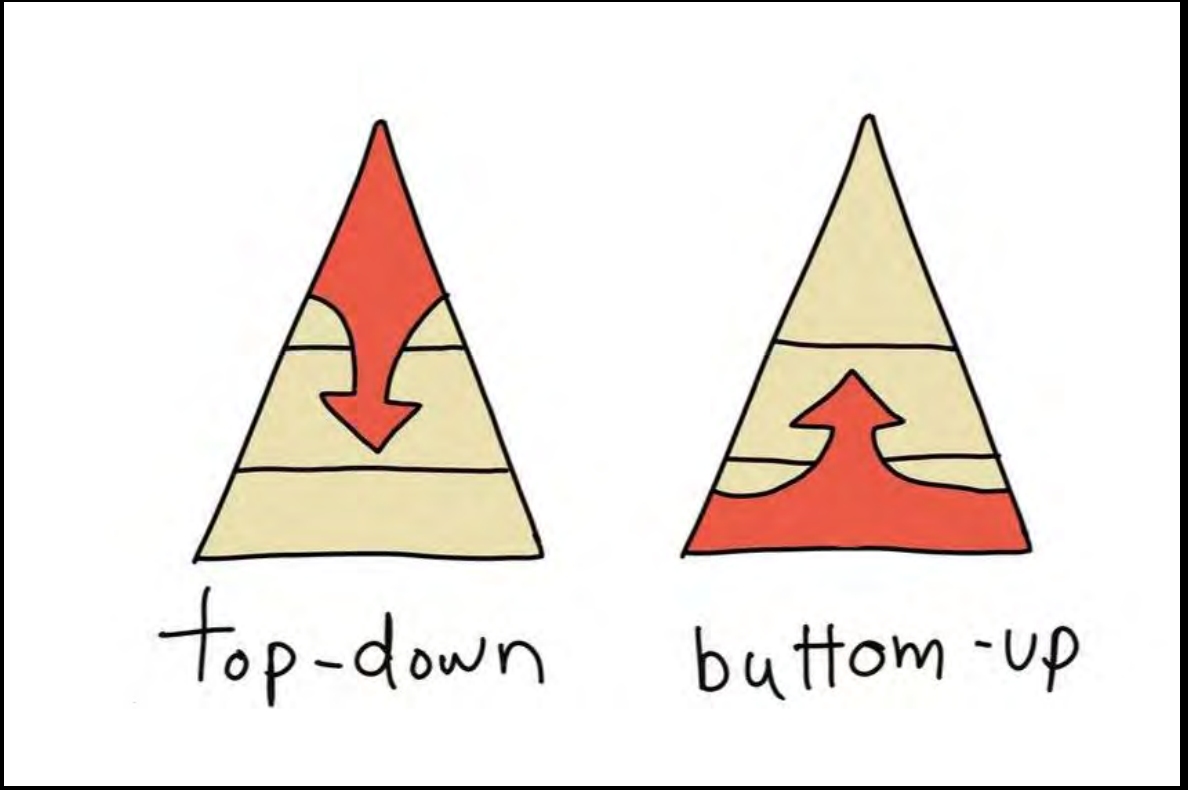
In many cases world is there to complement the story and not the other way around

- The **top-down** or **outside-in**

Create a general overview of your world determining its high-level characteristics, such as history, geography, climate, …

- The **bottom-up** or **inside-out**

Develop a small part of the world that is most relevant to the story. After building it in great detail, the remaining elements of the world are crafted.



Components of a World

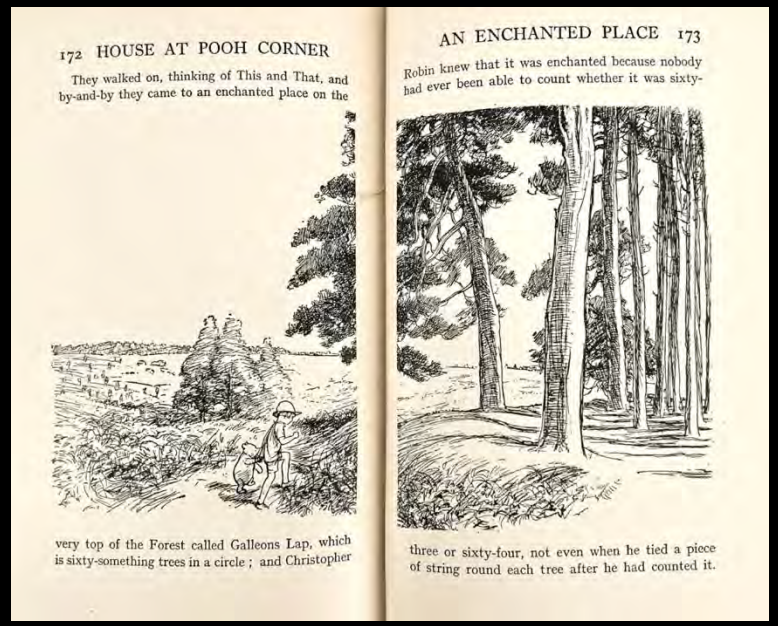
1. **Build a Map**
   - Geography and nature. ...
   - Locations. ...

- **2. Establish the Physical Laws**
   - Government, politics, and law. ...
   - Technology

- **3. Build a timeline**

- **4. Think About The Sociology**
   - Culture and people. ...
   - History. ...
   - Economy. ...

Maps and Locations



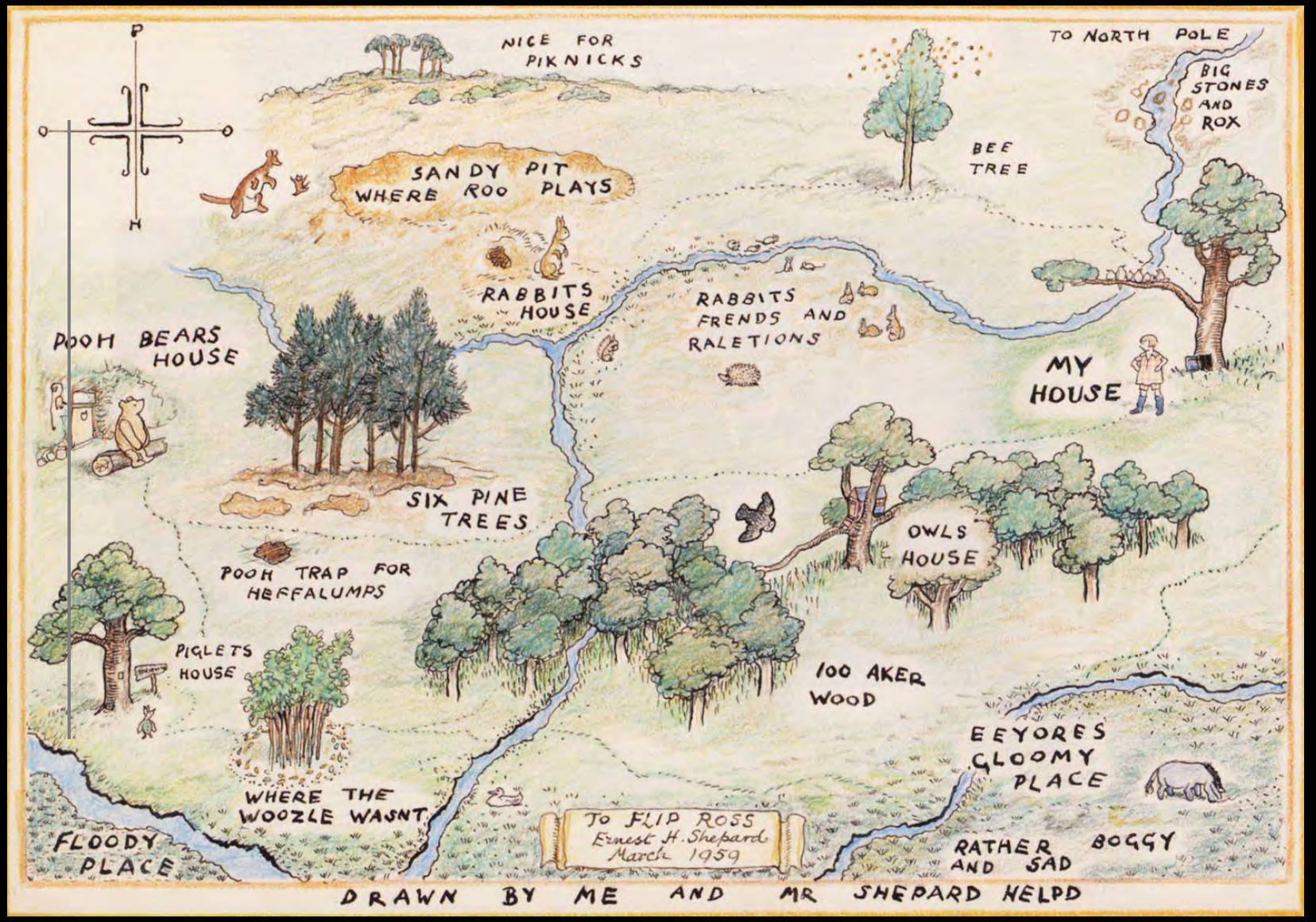
172 HOUSE AT POOH CORNER

They walked on, thinking of This and That, and by-and-by they came to an enchanted place on the very top of the Forest called Galleons Lap, which is sixty-something trees in a circle; and Christopher

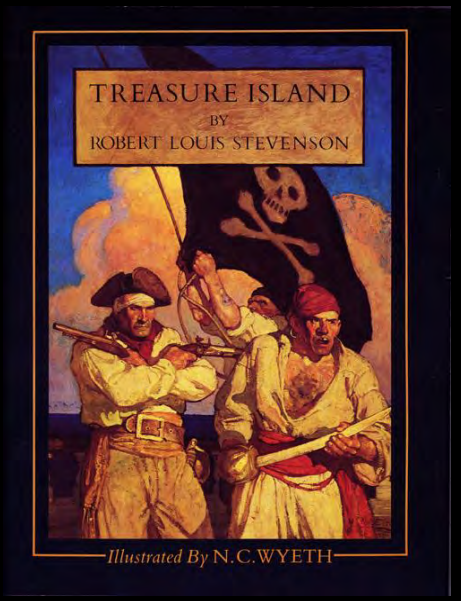
AN ENCHANTED PLACE 173

Robin knew that it was enchanted because nobody had ever been able to count whether it was sixty-three or sixty-four, not even when he tied a piece of string round each tree after he had counted it.

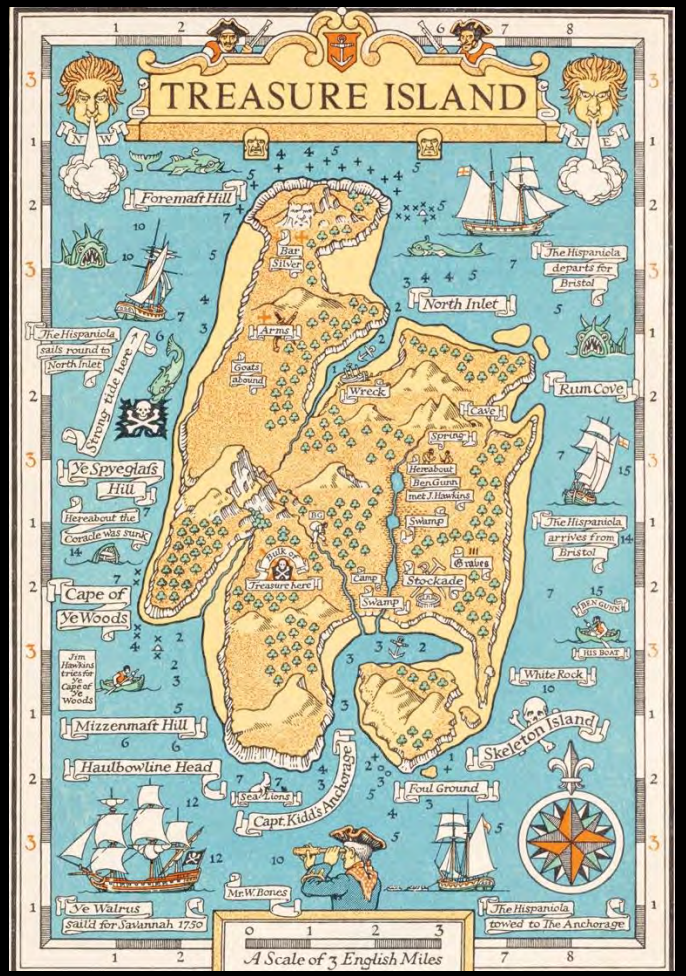
m #122759 The House at Pooh Corner. A. A. Shepard Milne, E. H.



Treasure Island

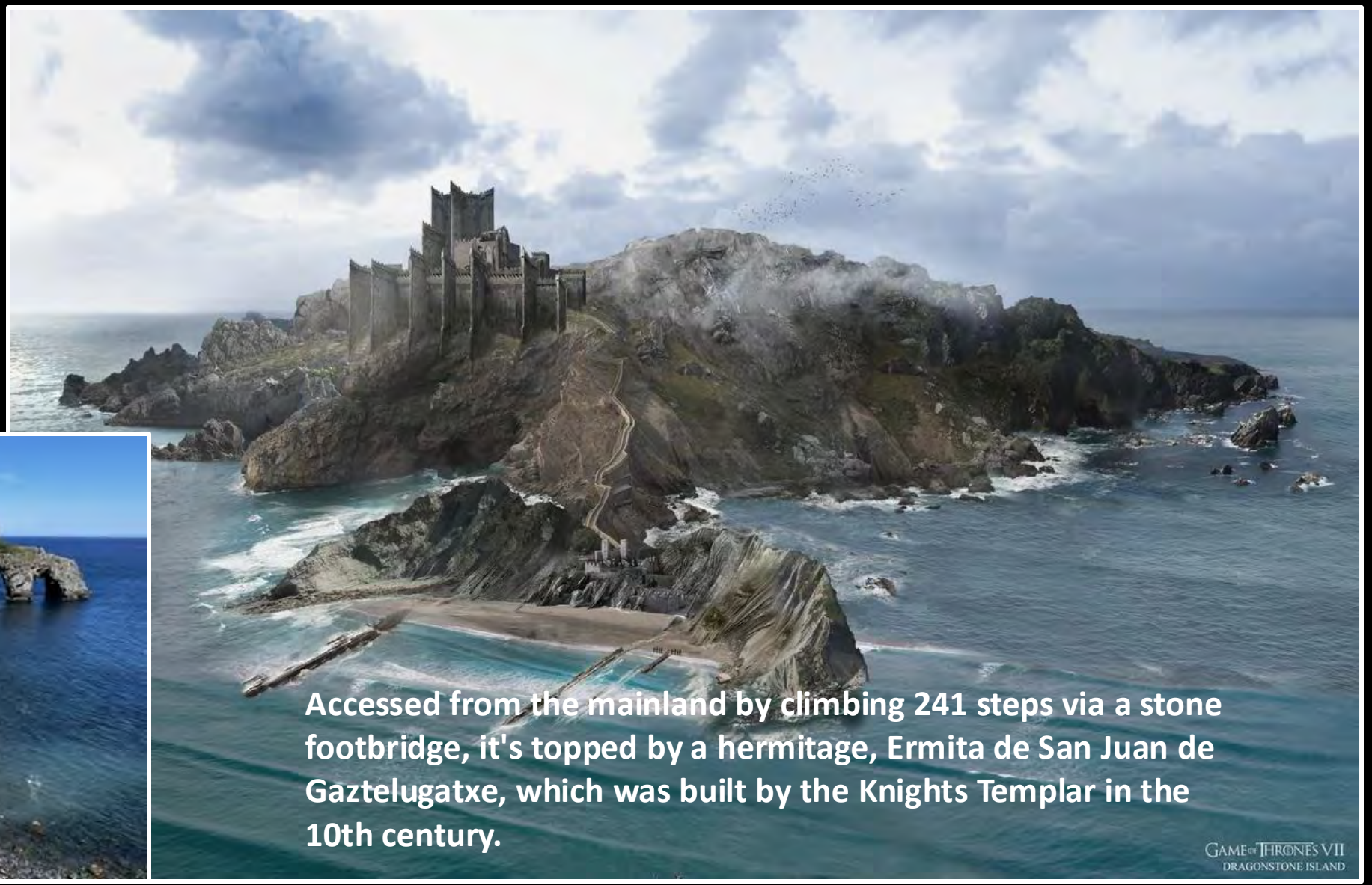


Guides for Readers: same place different details



The Map of Game of Thrones - Dragonstone

Game of Thrones: Dragonstone



San Juan De Gaztelugatxe, Spain

San Juan De Gaztelugatxe, Spain

San Juan De Gaztelugatxe, Spain

Where is the action happening and why?

Cruise ship
Pharmacy
Apartment showing
Starbucks
License bureau
Emergency room
Deli
Shopping mall
Fine restaurant
Pizza place
Metro park
Dog park
Donuts shop
Nature preserve
Fitness center
Historical landmark

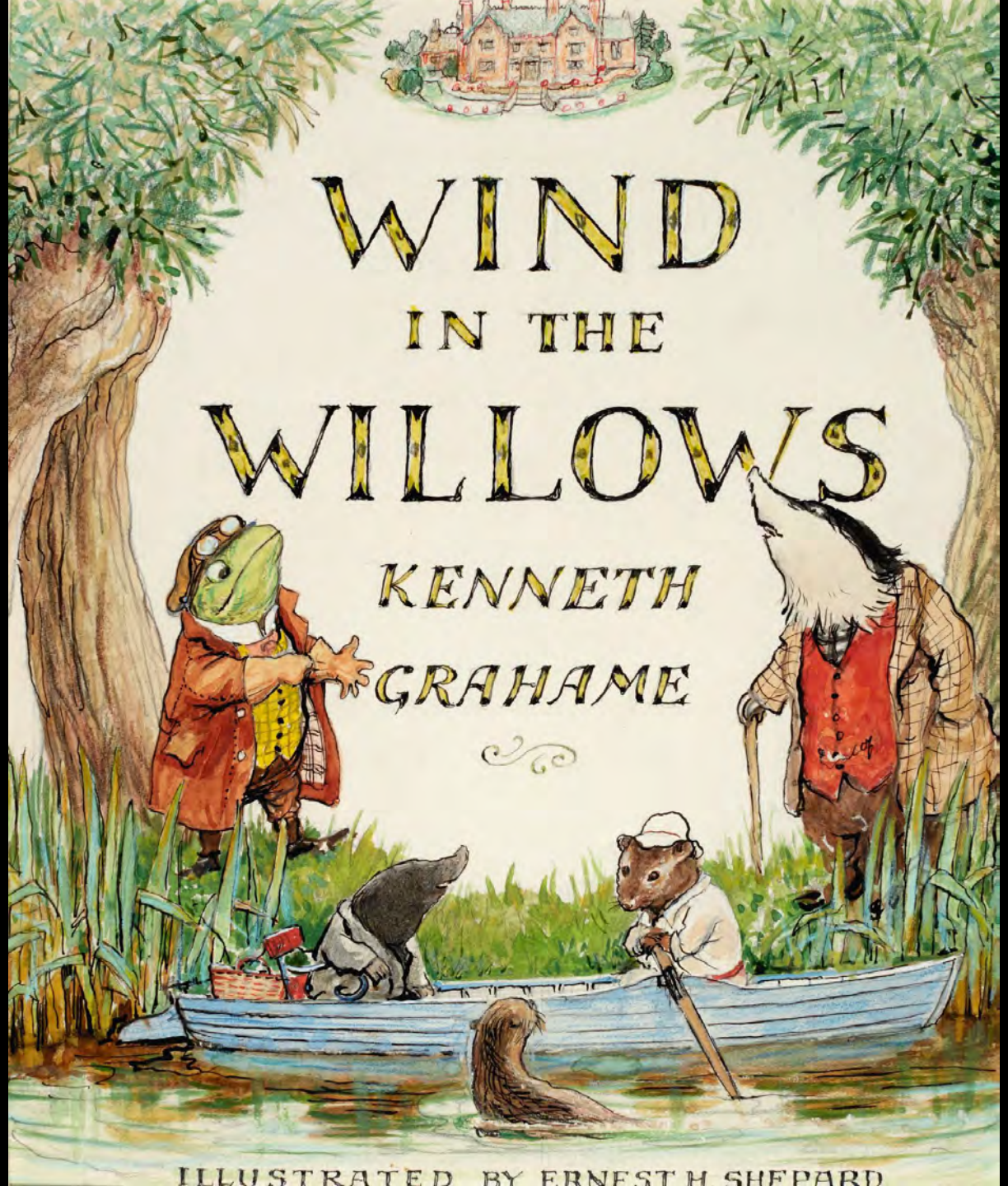
Swimming pool
Candy museum
Soccer field
Art gallery
Bar
Event venue
Bakery
Banquet hall
Book store
Abandoned castle
Ice cream shop
Lake
Movie theater
Hiking area
Waterfall
Festival

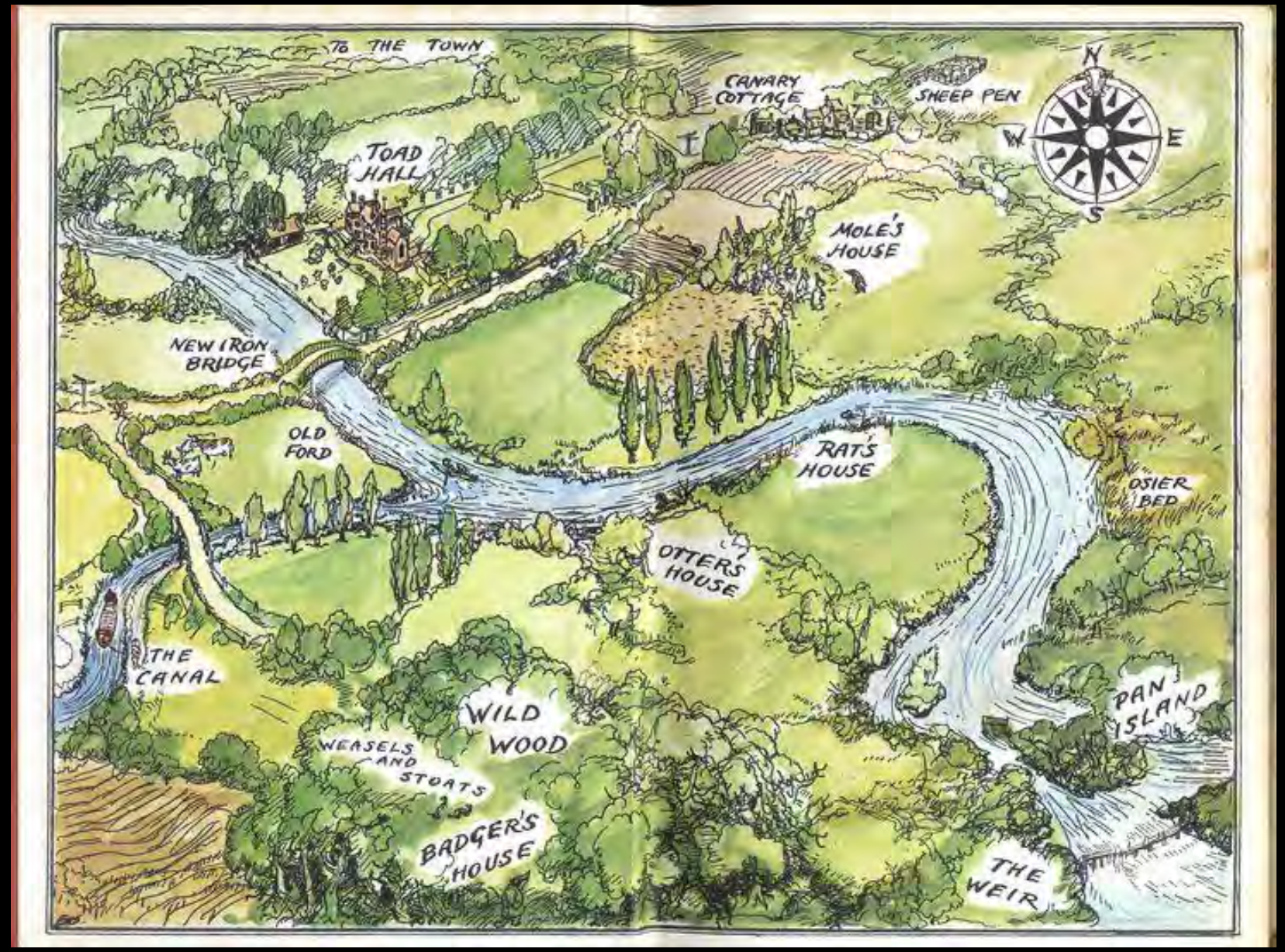
Water park
Forest
Mountains
Farmers market
Gas station
Zoo
Aquarium
Botanical garden
Lighthouse
Visitor center
Yacht club
Fishing pier
Picnic area
Overlook
Bridge
Canal

Trampoline park
Cultural garden
Entertainment center
Historical museum
Volleyball court
Grassy lawn
Boardwalk
Playground
Rest room
Lagoon
Mansion
Under a mural
Greenhouse
Observation deck
Wildlife exhibit
Near a sculpture

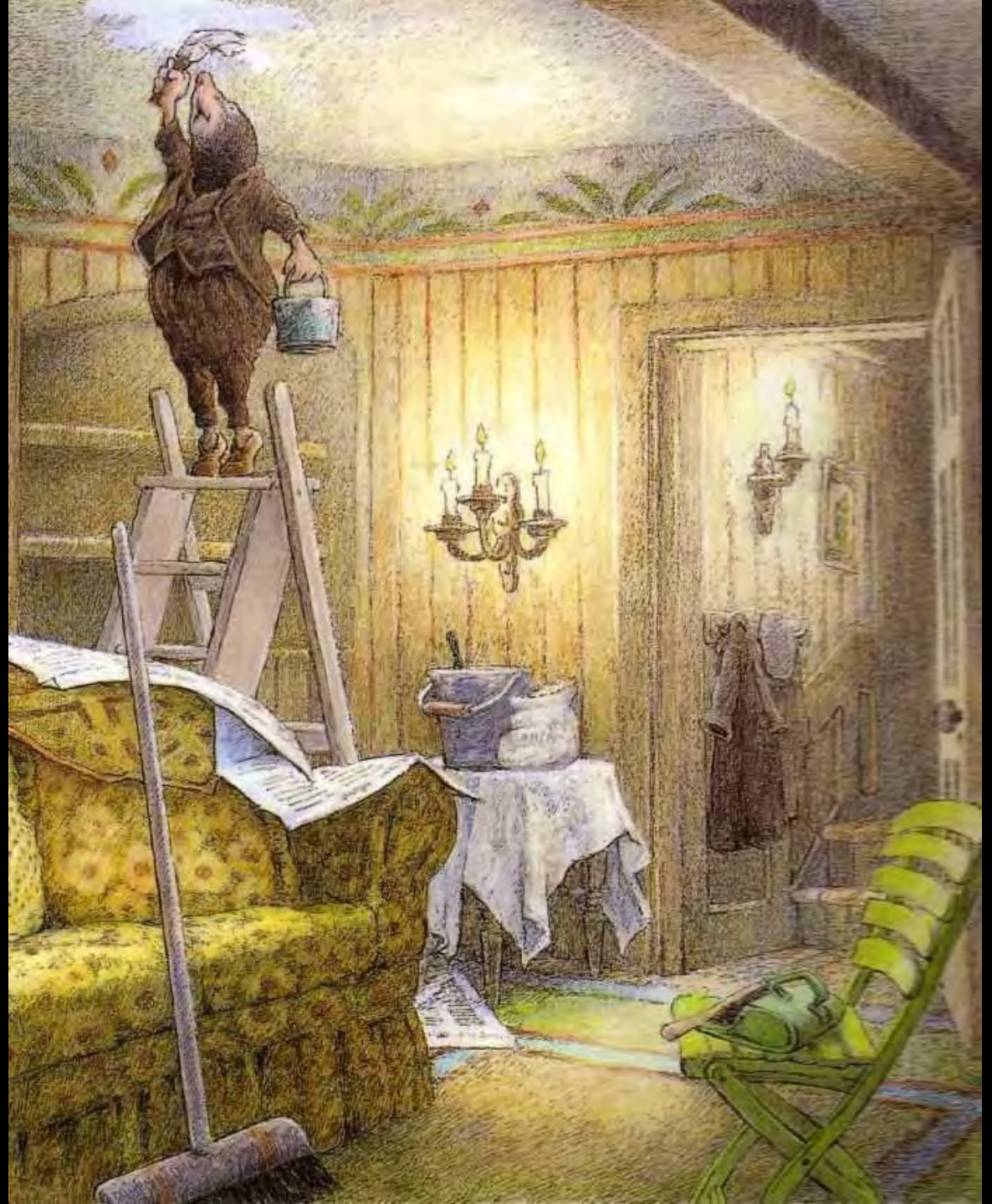
Hotel
Beauty saloon
Car
Post office
Garden
Beer garden
Green space
Skyscraper
Food bank
China town
Lobby
Pier
River walk
Historical route
Tower
Business center

Edie’s Maps


WIND
IN THE
WILLOWS
KENNETH
GRAHAME
ILLUSTRATED BY ERNEST H. SHEPARD


TO THE TOWN
CANARY COTTAGE
SHEEP PEN
N
W
E
S
TOAD HALL
MOLE'S HOUSE
NEW IRON BRIDGE
OLD FORD
RAT'S HOUSE
OSIER BED
OTTER'S HOUSE
THE CANAL
WILD WOOD
WEASELS AND STOATS
PAN ISLAND
BADGER'S HOUSE
THE WEIR

MR
BADGER



climbing wall!
index
washington
THE LOOK-OUT
Quarry
gift SHOP!
BUSH HOUSE
CRESCENT TRAIL
(ENDS AT CLIMBERS' PARKING LOT)
INDEX AVENUE
memorial bench
Rock Towers
SAW BLADE
DOOLITTLE PARK
POST-OFFICE AND STORE
Doolittle House
Sportsmen's Club
old SCHOOL
CHURCH
7TH ST.
OBELISK
TOWN HALL
AVENUE "A"
FIREHOUSE
INDEX-PICKETT HISTORICAL MUSEUM
Amos Gunn House
old Pickett Photography Studio
BEAVER DAM
RAFT & KAYAK
WALKING PATH UNDER TRAIN TRESTLE
Outdoor Adventures
Swimming HOLE
BRIDGE
Skykomish River
North fork
INDEX-GALENA ROAD
REITER ROAD
AVENUE "A"
TO CLIMBERS' PARKING LOT & HIGHWAY 2
To DISTILLERY! at INDEX RD. & HIGHWAY 2
TO HIGHWAY 2
HEY BROOK RIDGE TRAIL
= lodging
= historic sights
= hikes
= camping
= outdoor activity center
= food
Edie Everette ©
chimpmunk
Bald Eagle
BAT!
cougar
MOUNTAIN BEAVER
Colt's foot
SKUNK CABBAGE
RED HUCKLEBERRY
Coyote
Black bear
Beaver
RED FLOWERING CURRANT
RED HENBIT
Mourning Dove + woodpeckers
Salmonberry
LAKE ISABEL

Some flora and fauna you might see!
Town of Index
Wild Sky
Wilderness
Geology

index
Quarry
Milkwood
INDEX AVENUE
RAFT
North
KAYAK
fork
Skykomish River
INDEX-GALENA ROAD
TO HIGHWAY 2
BUSH HOUSE
index

Gateway to Wild Sky
Index
Great Northern Route
Startup
Skykomish
Baring
Highway 2
GROTTO
Gold Bar
Sultan
Skykomish River
STEVENS PASS
Gateway to Wild Sky
Index
Baring
Railro

Sky Valley Celebrates

Self-guided Valley Venue Tour Map
Sunday, Sept. 22, 11-3 pm

↑ to Monroe

Pine Creek Nursery
23225 Sofie Road
Monroe, WA

"Greenhouse & gorgeous gardens."

Blue Boy West Golf Course and Event Center
27927 Florence Acres Rd
Monroe, WA

Woods Creek

"Golf course & bright garden."

Sultan

Gray Bridge Venue
307th Avenue SE, Sultan, WA

"Forested private estate with ponds."

Skykomish River

Ed's Apples & Event Barn
13420 339th Ave SE
Sultan, WA

"Simply rustic."

Gold Bar

Startup Event Center
14315 366th Ave SE
Startup, WA

"Historic with Old School Charm."

2

River House Weddings
444 Avenue A
Index, WA

Index

"Historic Riverfront with 360° Mountains."

↓ to Stevens Pass

Mt. Index

www.skyvalleycelebrates.com

map design: everettecartoons.com

Skykomish Valley Arts & Culture Stops

This little guide features inspirational places to go along a 35 mile stretch through some of the most diverse and inspirational scenery in Washington State – the Skykomish Valley. Named for the river that runs through it, the name has been shortened by the locals to 'Sky Valley'. The glacier cut landscape offers jagged peaks, stunning waterfalls and many swift and flat water areas.

The main route through the valley is US Highway 2/Stevens Pass. This guide offers 6 destinations along this route that are open year around, require no fee, and have interesting heritage and stories behind their visible inspiration.

Think of this pocket guide as an aid to motivating and connecting you with what the valley has to offer. It's up to you to take it from there!

1 Osprey Park Stroll

To experience this verdant retreat, turn off Route 2 into Sultan at 3rd street, left onto Main then right into 1st street. Continue for about half of a mile to the park entrance and then continue on 1st to the far end of the head-in parking. Enter the trail at the Oxbow Area. It's a short walk on gravel to Oxbow Pond, a diverse and tranquil sanctuary in all seasons. You'll find a reflective still water pond with cattails, waterfowl and insects, and large trees surrounding. The Oxbow Pond area is easy to access and convenient to set an easel up nearby; bring a chair for sketching.

Nearby Tip - From here it's an easy stroll to survey what the trail has to offer beyond the pond including the Oxbow Winters Creek wetlands. Other park trails include a 2-mile loop with many places to stop and explore with your palette or camera.

2 Glacier Architecture

Glaciers are the real landscape architects of the Sky Valley. Your imagination will be captured when the sun is out as well as when a storm moves through. On Route 2 just past Sultan you will approach a roundabout at 339th Ave SE. From here you start to see the broad, U shaped valley carved by an ancient glacier as it flowed downhill during the past Ice Age. The dramatic backdrop includes waterfalls [Wallace Falls seen to your left] and jagged peaks along with an economic resource of the valley - sand and gravel deposits. As a stopping point for gazing at the foothills turn on 366th Ave SE, drive 1 block and pull into the parking lot of the Startup Event Center [currently under renovation], here you will have clear views of the glacial erosion architecture and you can start to have a conversation such as, "I like that granite scarf…how the clouds hang in the hills…and the contrast of fall colors". Set up and capture the scene in your chosen medium.

Nearby Tip: Wallace River Salmon Hatchery is nearby on Route 2. For a close-up look at salmon, turn at 383rd Ave SE where you will find interpretive signing and a fish viewing area. Please note that salmon stages vary with the seasons.

3 Capturing Outdoor Activities

A turn at milepost 30 off Route 2 into Reiter Road will take you on the route used prior to the interstate—the Cascade Highway. This road winds for about 11 miles before reaching the Town of Index. The Reiter Foothills area is an outdoor recreation destination for bouldering, motorized off road activities, fishing and technical rock climbing—if your creative inspiration is capturing such activities you are at the center of it. Most of the activity will be on the weekend and you will be required to hike a short distance off the main road or observe through a telescope. Let your curiosity be your guide.

Nearby Tip: Since the 1890s trains have run through this area and there are many places to safely observe and sketch. To capture the railroad tracks and a dramatic mountain backdrop, look for a viewpoint near the end of Reiter Road about 1 mile prior to Index where Reiter Road intersects with the Great Northern tracks and the peaks of the Cascades are the backdrop.

4 Index: Galena to Hike or Bike

Index is a scenic and historic town on the North Fork of the Skykomish River with a dramatic 360 degree backdrop of granite peaks and walls. Here you can take a short hike or bike ride from town center and quickly reach the wilderness. A wayfinding kiosk with local places to explore and historical references is located at the Index Historical Museum on Avenue A between 5th & 6th Streets. Take a walk around this quaint town, or experience a pleasant rolling bike ride along Index-Galena road that leads to views of moss covered trees, small streams, the river and wildlife.

Nearby Tip: There is a local hike [2.5 miles round trip] that offers textural mossy trees and rocks and the apex opens to magnificent views of the tallest peaks and waterfalls in the area. Simply cross over the town bridge to the Heybrook Ridge Trail and follow the path [locals inspired this trail].

5 Historic Skykomish

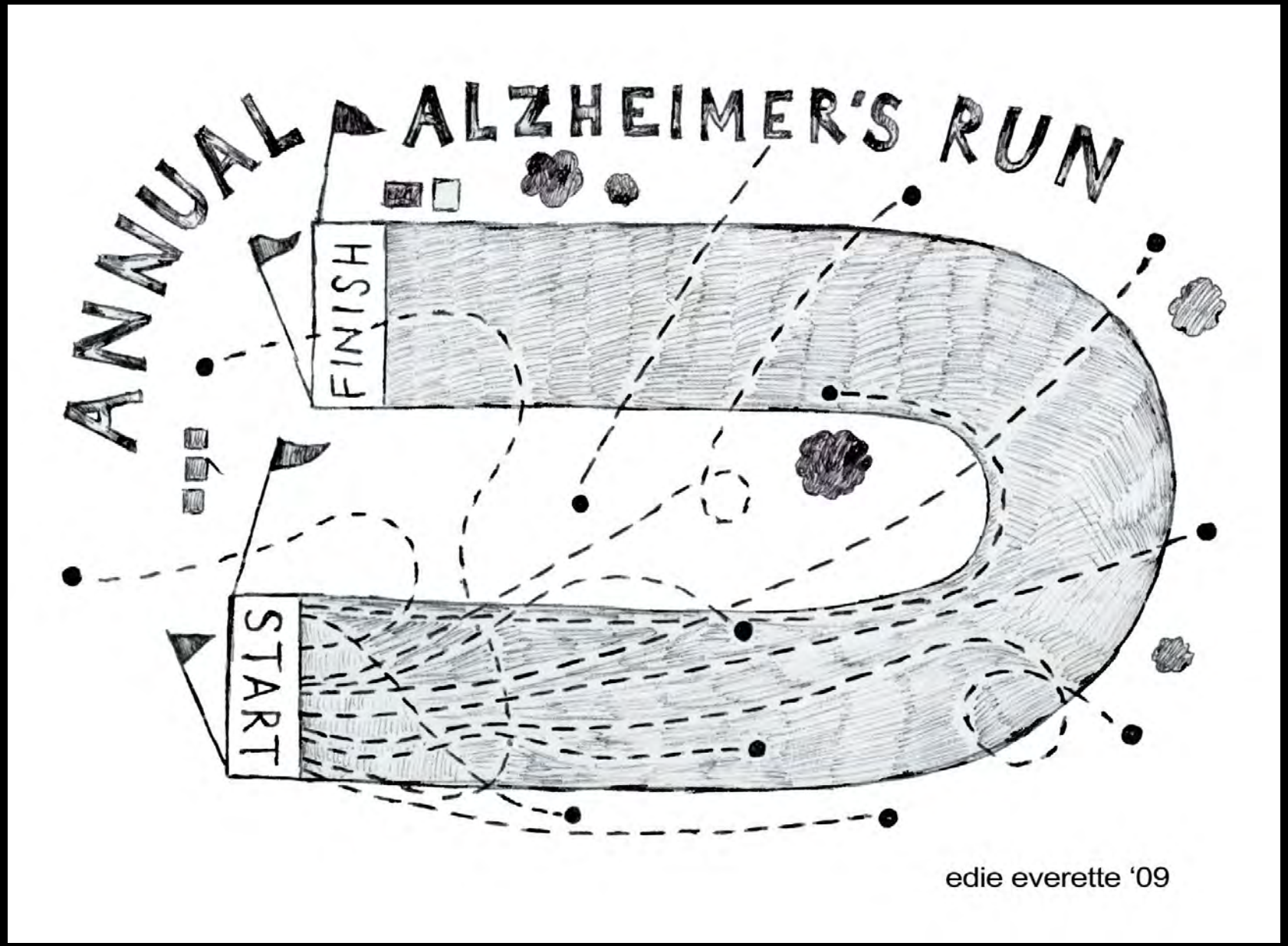
The quintessential historic railway town awaits your sketchpad, camera or notebook. Turn off at Route 2 milepost 52. A tour around the town will reveal historic buildings, a river walk, a railway depot with active tracks, and at the end of Thelma Street a nature walk. Drop by the Skykomish Museum in the Maloney Building on Railroad Avenue for a visit. If they are closed take a peek in the window to see the walking tour route. The town's wide sidewalks and plentiful benches inspire urban sketching in a very non-urban setting!

Nearby Tip: Having toured the town and filled up on local architecture and lore, there is a pub, deli and restaurant in town offering a comfortable place to sit down and gather your field notes.

6 Colors at the Summit

The summit of Stevens Pass is listed as elevation 4060' at milepost 64.3 on Route 2. At any time of year, the views at the summit are inspiring. If you are visiting in spring when snow is melting watch for 'volunteer' waterfalls along the roadside's sheer rock faces. These falls are delightful. If your goal is to paint snow, this is your destination in winter – but chose a weekday to visit as ski traffic can be very congested on weekends. Come fall, colors are especially dramatic at the summit where you have a unique view of looking both up and down into the ravines. The vegetation is especially painterly surrounded by patches of fall hues and sheer rock.

Nearby Tip: The Iron Goat Interpretive site and National Historic Civil Engineering Landmark at MP 58.3 offers a day's worth of trails to explore.


ANNUAL ALZHEIMER'S RUN
FINISH
START
edie everette '09

Bellevue Arts Museum
Bellevue Arts Museum

10 Years of Art, Craft, & Design

Edie Everette Colors BAM!

In 2005, with a newly minted name, Bellevue Arts Museum adopted a cross-disciplinary mission that embraced art, craft, and design equally. This move placed craft on level footing with art and design, positioning BAM at the forefront of the paradigm shift that was progressively undermining old hierarchical structures of value in the domain of artistic production. 2015 marks the tenth anniversary of this visionary leap: a decade of exhibitions and publications supporting emerging Northwest artists and craftspeople; a decade of bringing the iconic work of established international artists and designers to our community; a decade of questioning, negotiating, and exposing the eroding boundaries between art, craft, and design.

To celebrate this milestone anniversary, the Museum has invited illustrator Edie Everette to present a new cartoon each month capturing, in jest, the unique character of Bellevue Arts Museum and its community of friends and supporters. Edie's sparkling, jocose, clever humor will be an inseparable companion to BAM's year-long anniversary celebration.

In addition to her commemorative cartoon series, Edie will be creating several objects in conjunction with the anniversary that will be revealed throughout the year. Be sure to check back!

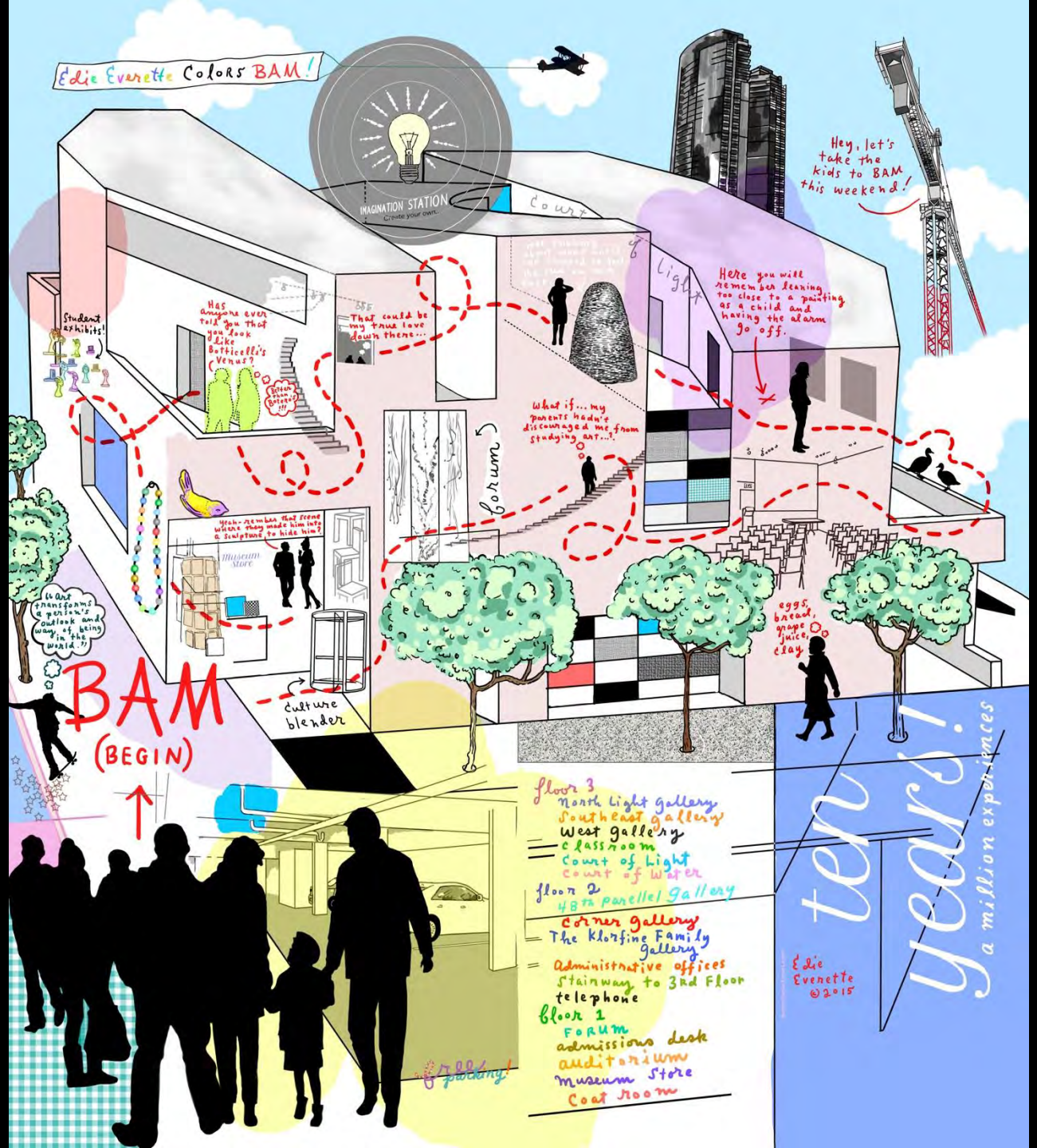
Commemorative Cartoons

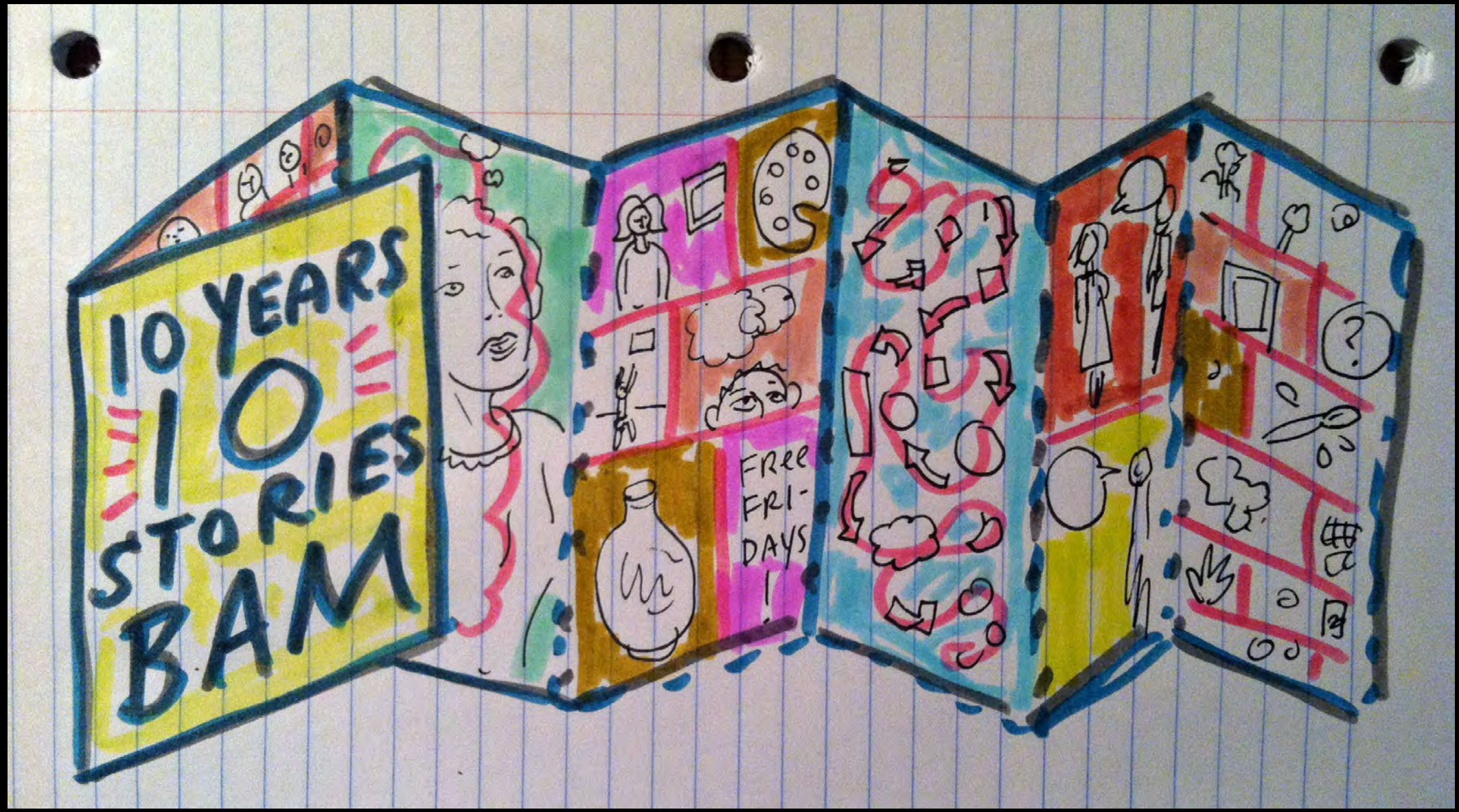
current
upcoming
past
community gallery
sculpture garden
featured objects
► edie everette
exhibition proposals

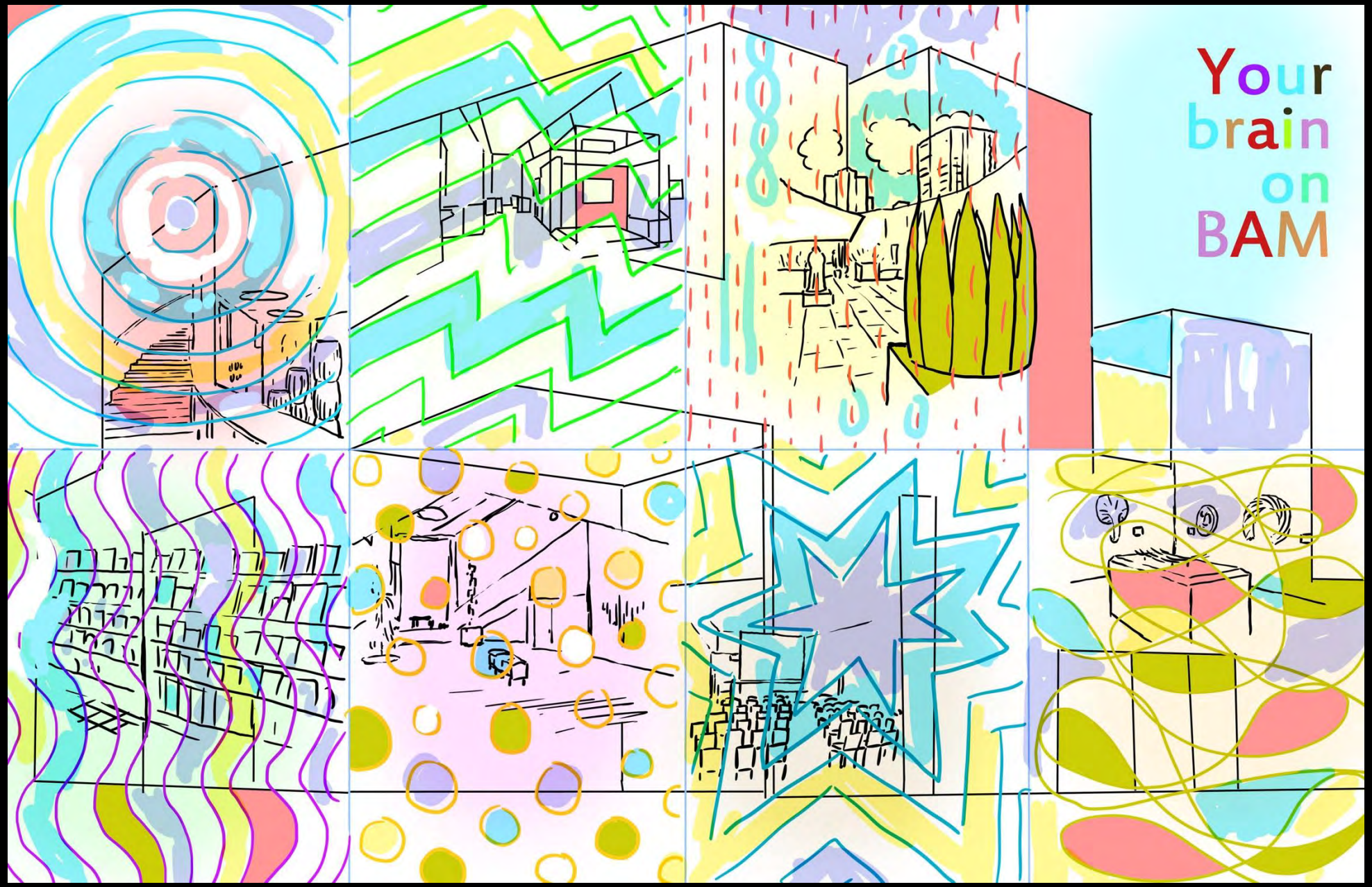
Edie Everette was a painter and illustrator for years before returning to her childhood love of cartooning. Her cartoons are regularly published in Hyperallergic, Pyragraph and Vermont's weekly newspaper 7Days. Her work has also been published in 34th Parallel, Art Access and Section8 magazine. In 2014 she was commissioned by King County and 4Culture to create *HazMatters*, a comic book that explores household hazardous waste and personal responsibility.

BELLEVUE ARTS MUSEUM
Edie Evanette
©2015

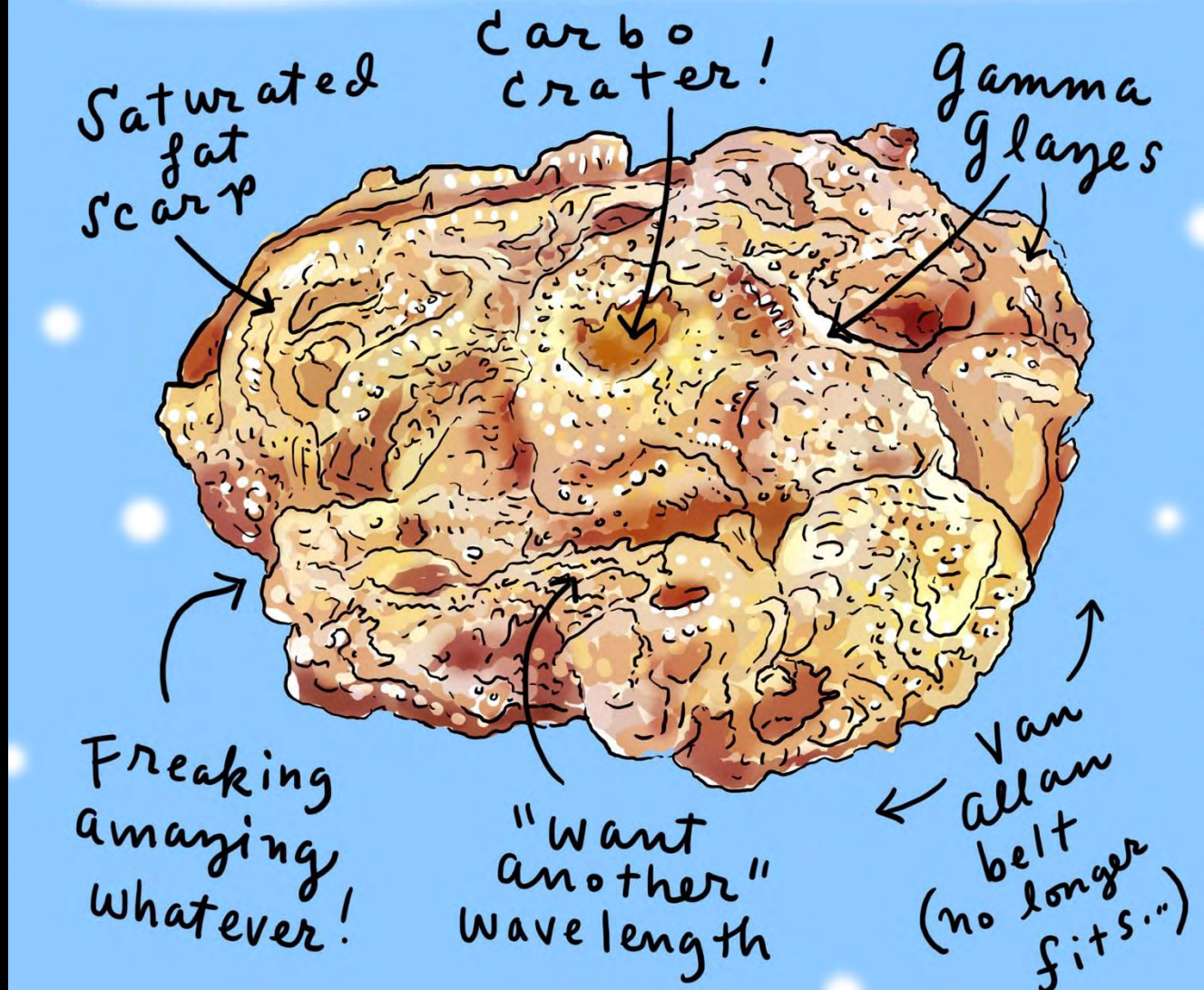
Find the Eastside of your Mind
through art craft & design
BAMIQ
Edie Evenette ©2015


Edie Everette Colors BAM!
IMAGINATION STATION
Create your own...
Court of Light
Hey, let's take the kids to BAM this weekend!
Here you will remember leaning too close to a painting as a child and having the alarm go off.
Has anyone ever told you that you look like Botticelli's Venus?
Student exhibits!
That could be my true love down there...
What if... my parents hadn't discouraged me from studying art...?
Forum
Yeah- remember that scene where they made him into a sculpture to hide him?
Museum Store
(Art transforms a person's outlook and way of being in the world.")
eggs, bread, grape juice, clay
BAM
(BEGIN)
culture blender
Floor 3
North Light Gallery
Southeast Gallery
West Gallery
classroom
Court of Light
Court of Water
Floor 2
48th parallel Gallery
Corner Gallery
The Klorfine Family Gallery
Administrative offices
Stairway to 3rd Floor
telephone
Floor 1
FORUM
admissions desk
auditorium
Museum Store
Coat room
packing!
ten years!
a million experiences
Edie Everette ©2015


10 YEARS
10
STORIES
BAM
FREE FRI-DAYS!


Your
brain
on
BAM

Finally! Images From PLANET APPLE FRITTER!



Elie Evenette © 2015

Dogs
FIRST!
IS IT TIME TO Refill ?
There ARE MORE butterflies this year!
Does my calcium include the Right Supplement ?.
Caltrate
600 D
Codependence and the Power of Detachment
HOW TO SET BOUNDARIES AND MAKE YOUR LIFE YOUR OWN
Kate Casey
Book found on god's garbage Pile
Is There a term for the fear of bowls getting stuck together?
Jake Gyllenhaal ... always on my Mind...
coincidence!?!

Let's make a map

Stuck?
Roll for a place

WORLD GENERATOR

LOCATION

LAY OF THE LAND	
1	MOUNTAINOUS
2	COASTAL
3	DESERT
4	FORESTED
5	GREEN PASTURES
6	URBANIZED
7	FARMLAND
8	TROPICAL
9	ARCTIC
10	ISLANDS
11	SWAMP
12	PARADISE

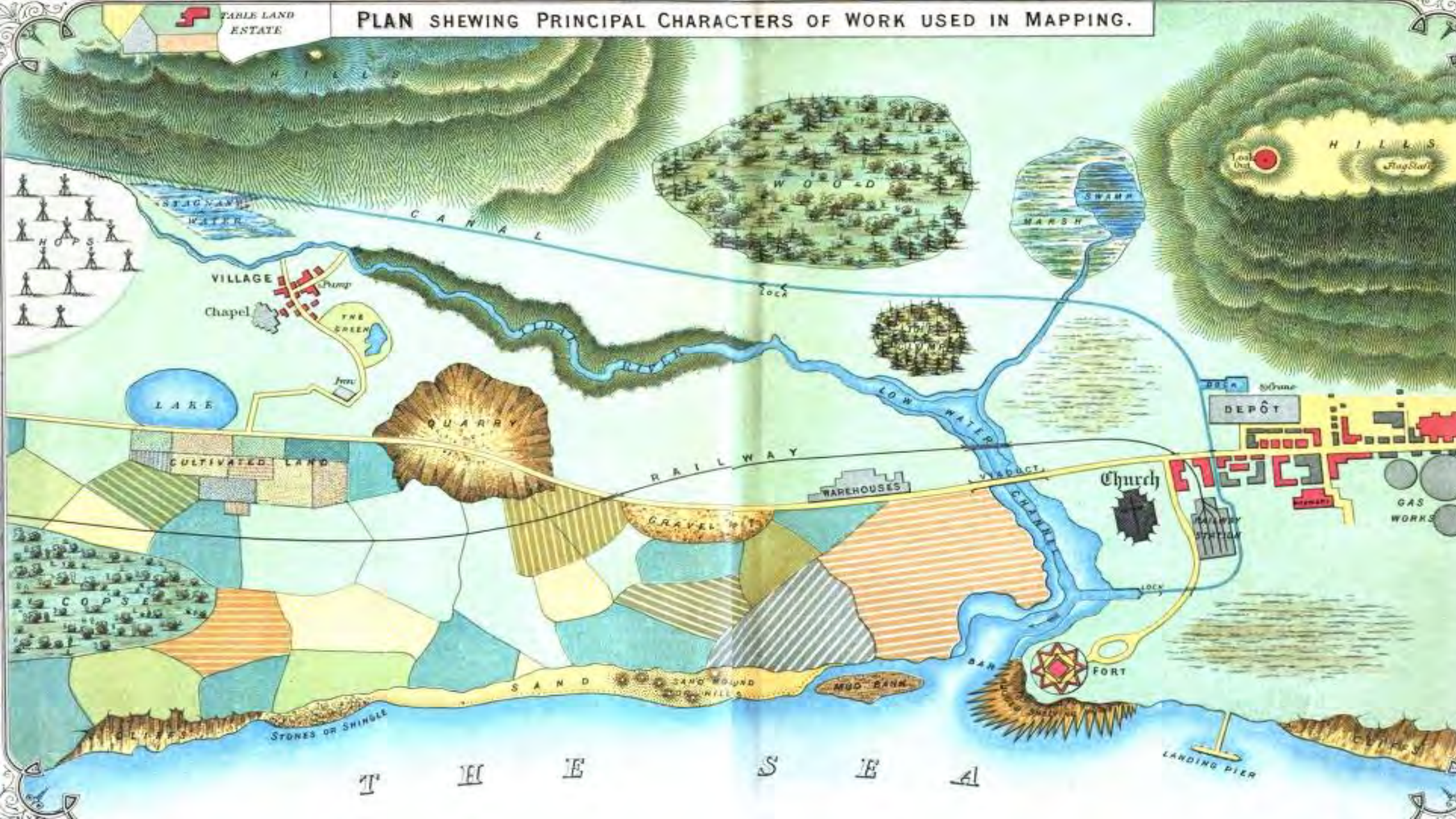
DEMOGRAPHICS	
1	MELTING POT
2	RELIGIOUS
3	TRADESMEN
4	CRIMINALS
5	ENTERTAINERS
6	ARTISANS
7	MILITARY
8	SCHOLARS
9	NOMADS
10	BUILDERS
11	EXPLORERS
12	TOURISTS

WHO'S IN CHARGE?	
1	INDEPENDENT CITIES
2	EMPORER
3	DICTATOR/TYRANT
4	ANARCHY
5	THEOCRACY
6	UTOPIA
7	ARCH WIZARD
8	WAR LORD

HISTORY / CURRENT EVENTS	
1	CURSE
2	INVASION
3	WAR
4	MESSIAH
5	PEACE
6	FOLK HERO
7	NATURAL DISASTER
8	ACT OF GOD
9	REVOLUTION
10	RENAISSANCE
11	MONSTER
12	PLAGUE
13	INVENTION
14	SLAVERY
15	MIRACLE
16	DISCOVERY
17	PROPHECY
18	APOCALYPSE
19	BETRAYAL
20	UNION

LANDMARKS	
1	MONUMENT
2	VOLCANO
3	LAKE
4	GIANT TREE
5	CANYON
6	CRATER
7	TEMPLE
8	TOWER
9	CAVE
10	FORTRESS
11	STONE CIRCLE
12	TOMB
13	LAIR
14	ORACLE
15	PALACE
16	BRIDGE
17	GARDEN
18	RUINS
19	MINE
20	PORTAL

R-N-W.NET


PLAN SHEWING PRINCIPAL CHARACTERS OF WORK USED IN MAPPING.
TABLE LAND ESTATE
HILLS
WOOD
SWAMP
MARSH
STAGNANT WATER
CANAL
HOPS
VILLAGE
Pump
Chapel
THE GREEN
Inn
LOCK
LAKE
QUARRY
CULTIVATED LAND
LOW WATER
RAILWAY
DEPÔT
WAREHOUSES
VIADUCT
CHANNEL
Church
GAS WORKS
GRAVEL
COPSE
SAND
SAND MOUND
MUD BANK
BAR
FORT
CLIFFS
STONES OR SHINGLE
LANDING PIER
THE SEA

Seven C's for Consideration

Complete
It should feel that the world existed before with a sense of history will continue to exist after the story is over.

Connected
It is believable that that character is in this world and how they engage with the world supports the story.

Compelling
The core concepts of the world and revealed details hold audience's interest throughout

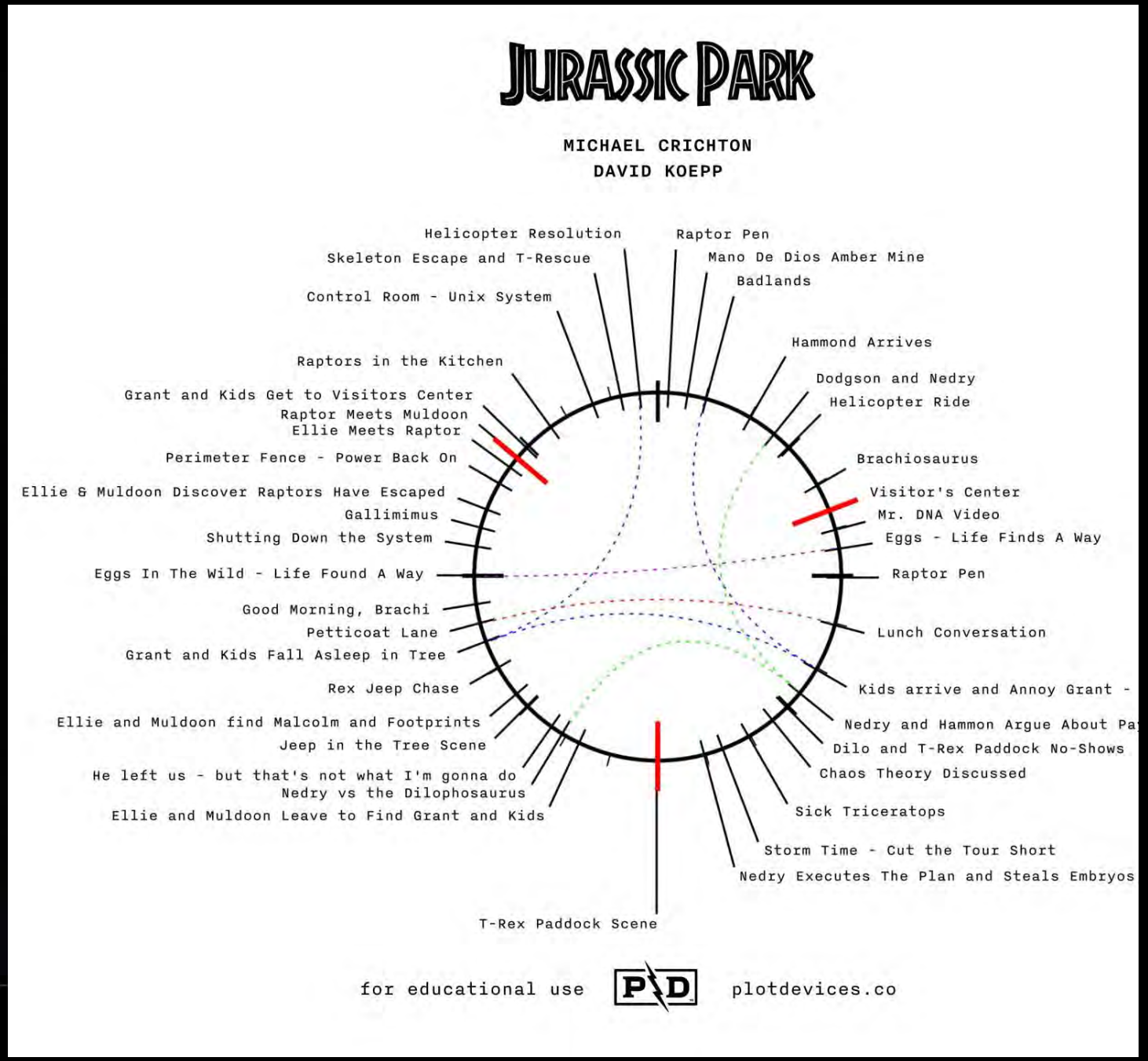
Conceit
How far does the audience have to deviate from the real world to believe in the story world?

Consistent
What ever the rules the world, they do not contradict or deviate from the laws of nature as they are understood.

Concise
Just enough detail is revealed to make it plausible. In most cases the world is not the hero.

Concentration
How hard does your audience have to work to keep track of where they are and why it is important?

Example: Jurassic Park



Theme:
Cautionary tale about the dangers and ethical consequences of manipulating nature through advanced technology, emphasizing the unpredictability and uncontrollable aspects of the natural world

Physics

- Real-world physics with time-travel

Geography and nature

- Prehistoric time

Locations

- Tour route, control room, visitor center, kitchen, dino pens

Culture and people

- Scientists, Greedy Business people, Technologists, Grandchildren

History

- Jurassic period is characterized by the dominance of dinosaurs, the diversification of reptiles.

Economy

- Make money from tourism

Government, Politics and Law

- Island has its own rules and owner makes the laws of the land. Dinosaurs don’t obey any laws

Technology

- This world is hyper-technological dressed up to look like nature

<u>The Hook</u> (1 min.)

Jurassic Park worker eaten alive by a mysterious caged animal.

<u>Complication</u> (3 min.)

Lawyer arrives to investigate JP - is it safe to open to public?

<u>Hero's call to action</u> (10 min.)

Head of JP hires hero and girlfriend to visit JP - endorse it.

<u>Plot point: Act I</u> (20 min.)

Hero and girlfriend visit JP - find live dinosaurs roaming freely.

<u>Plot point: midpoint</u> (62 min.)

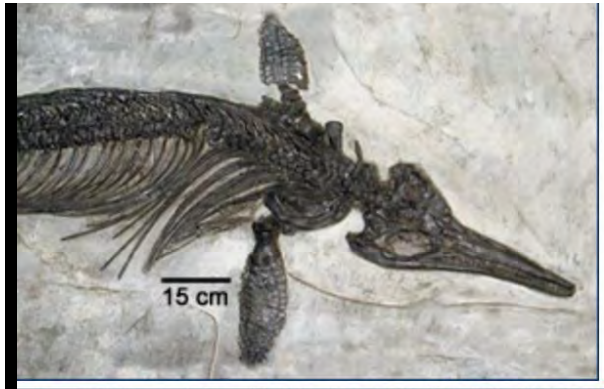
Predators at JP escape during a storm

<u>Plot point: Act II</u> (92 min.)

All power at JP shut down in order to reboot computer system - No security.

<u>Climax & Resolution</u> (117 min.)

Everyone escapes by helicopter: JP is not endorsed.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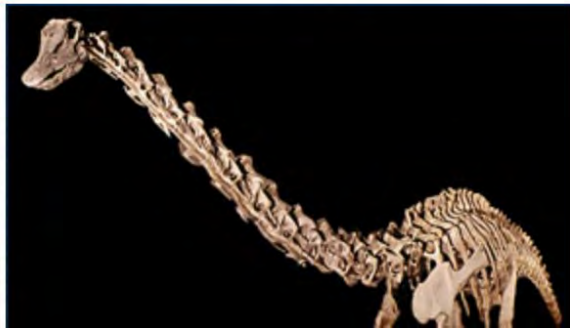


SUBSCRIBE

BUILT ON LOCATION ON THE ISLAND OF KAUAI, HAWAII, AND ON STAGE AT UNIVERSAL STUDIOS, 1992

1

EXT. PARK. WIDE TO BOTH VEHICLES.

2

INT. FRONT VEHICLE _ REGIS SHOWS TIM GOGGLES_ LEX SITS IN BACKSEAT

3a1

LEX'S P.O.V. : THE GOAT TEATHERED IN THE T-REX PADDOCK.

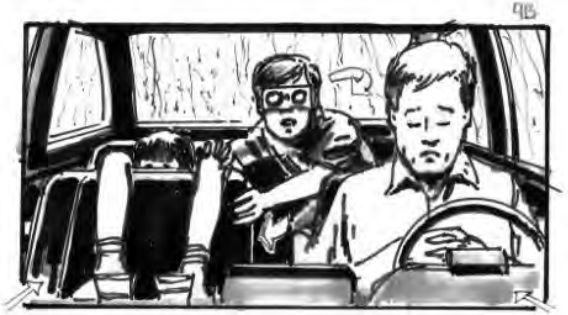
6

THE SECOND EXPLORER : GRANT OPENS THE DOOR AND STICKS A BOTTLE OUT INTO THE RAIN

8A

WIDE TO GRANT & GENNARO....

9B

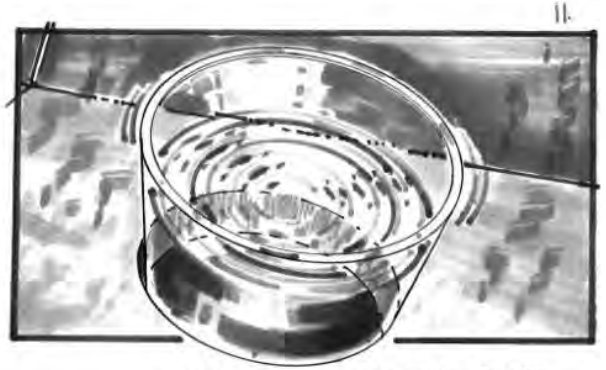


TIM TURNS "LISTEN DID YOU FEEL THAT" HE STOPS LEX'S KICKING LEGS. TIM JUMPS BACK INTO THE FRONT SEAT_ PUSH-IN TO CLOSE SHOT TIM.

10A/B

WIDE OVER REGIS TO TWO GLASSES ON THE DASHBOARD. PUSH-IN TOWARD GLASSES..

11.



THE WATER IN THE GLASS IS VIBRATING.

12B

REGIS SUDDENLY OPENS HIS EYES.

T-Rex Attack

13A

CLOSE ON REGIS REFLECTION IN MIRROR.
PUSH IN TO MIRROR. IT VIBRATES
SECURITY PASS BOUNCES

14C.

THEN TURNS TO LOOK OUTSIDE WINDOW.

PUSH IN...

15

NIGHTVISION P.O.V.: THE CHAIN IS STILL THERE, BUT THE GOAT IS GONE!

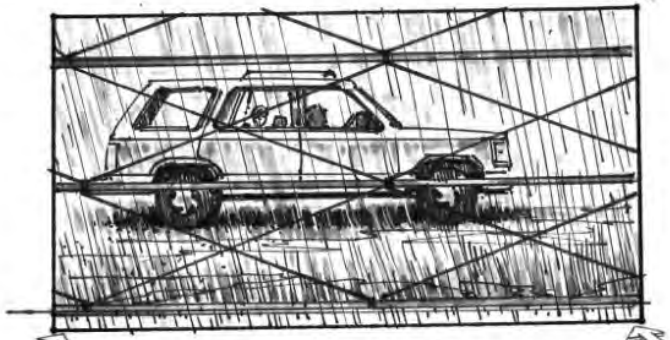
16B

LEX LOOKS UP TOWARD BUBBLE ROOF.

17.

WIDE UP TO THE ROOF. A GOAT LEG LANDS ON THE BUBBLE.

18A



WIDE THRU THE MESHED FENCE TO TIM LOOKING OUT OF THE SIDE WINDOW. CAMERA PUSHES IN

18D

PUSH-IN CONTINUES.
TIMS' MOUTH POPS OPEN.

19.

TIMS' P.O.V THRU NIGHT VISION GLASSES OF CLAW ON FENCE WIRES.

20

TIM LIFTS HIS GOGGLES OFF.

11.
THE WATER IN
IS VIBRATI

Bringing the World Alive to the Senses

- **Sights:** What kinds of objects, natural features, and colors stand out in this location? What tiny details might some people overlook?
- **Sounds:** What noises, voices, etc. can characters hear in this location? Are these sounds natural (leaves rustling, waterfall roaring) or manmade (the drone of a vehicle motor)?
- **Textures/Sensations:** What does the character touch in this setting? How does it feel? How about the ground/floor under his feet or the air indoors or outdoors?
- **Smells:** What fragrances and odors can the character smell? Are they natural or manmade? Pleasing or off-putting? Fresh or stale? Are any smells food-related?
- **Tastes:** Does the character eat or drink anything in this setting? If so, how does it taste? Do any strong scents leave an artificial taste in the character's mouth?

A World-Building
Exercise Every
Writer Should Try