

# The Art Of Character Creating Memorable Characters For Fiction Film And Tv

When people should go to the book stores, search establishment by shop, shelf by shelf, it is truly problematic. This is why we give the ebook compilations in this website. It will completely ease you to see guide **The Art Of Character Creating Memorable Characters For Fiction Film And Tv** as you such as.

By searching the title, publisher, or authors of guide you essentially want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be all best place within net connections. If you seek to download and install the The Art Of Character Creating Memorable Characters For Fiction Film And Tv , it is entirely simple then, past currently we extend the connect to buy and make bargains to download and install The Art Of Character Creating Memorable Characters For Fiction Film And Tv in view of that simple!

**Grit** - Angela Duckworth 2016-05-03

In this instant New York Times bestseller, Angela Duckworth shows anyone striving to succeed that the secret to outstanding achievement is not talent, but a special blend of passion and persistence she calls “grit.” “Inspiration for non-genius everywhere” (People). The daughter of a scientist who frequently noted her lack of “genius,” Angela Duckworth is now a celebrated researcher and professor. It was her early eye-opening stints in teaching, business consulting, and neuroscience that led to her hypothesis about what really drives success: not genius, but a unique combination of passion and long-term perseverance. In *Grit*, she takes us into the field to visit cadets struggling through their first days at West Point, teachers working in some of the toughest schools, and young finalists in the National Spelling Bee. She also mines fascinating insights from history and shows what can be gleaned from modern experiments in peak performance. Finally, she shares what she’s learned from interviewing dozens of high achievers—from JP Morgan CEO Jamie Dimon to New Yorker cartoon editor Bob Mankoff to Seattle Seahawks Coach Pete Carroll. “Duckworth’s ideas about the cultivation of tenacity

have clearly changed some lives for the better” (The New York Times Book Review). Among *Grit*’s most valuable insights: any effort you make ultimately counts twice toward your goal; grit can be learned, regardless of IQ or circumstances; when it comes to child-rearing, neither a warm embrace nor high standards will work by themselves; how to trigger lifelong interest; the magic of the Hard Thing Rule; and so much more. Winningly personal, insightful, and even life-changing, *Grit* is a book about what goes through your head when you fall down, and how that—not talent or luck—makes all the difference. This is “a fascinating tour of the psychological research on success” (The Wall Street Journal). [Complete Guide to Film Scoring](#) - Richard Davis 2010-05-01 (Berklee Guide). Essential for anyone interested in the business, process and procedures of writing music for film or television, this book teaches the Berklee approach to the art, covering topics such as: preparing and recording a score, contracts and fees, publishing, royalties, copyrights and much more. Features interviews with 21 top film-scoring professionals, including Michael Kamen, Alf Clausen, Alan Silvestri, Marc Shaiman, Mark Snow, Harry Gregson-Williams and Elmer Bernstein.

Now updated with info on today's latest technology, and invaluable insights into finding work in the industry.

**The Art of Character** - David Corbett 2013-01-29

Former private investigator and New York Times notable author David Corbett offers a unique and indispensable toolkit for creating characters that come vividly to life on the page and linger in memory. Corbett provides an inventive, inspiring, and vastly entertaining blueprint to all the elements of characterization—from initial inspiration to realization—with special insights into the power of secrets and contradictions, the embodiment of roles, managing the "tyranny of motive," and mastering crucial techniques required for memorable dialogue and unforgettable scenes. This is a how-to guide for both aspiring and accomplished writers that renders all other books of its kind obsolete.

*The Power of Character* - Michael S. Josephson 2004

Essays about character from 41 of the country's most distinguished, interesting and accomplished citizens, including CBS's Dan Rather; Harvard's Alan M. Dershowitz; radio host Dr. Laura Schlessinger; best selling author Daniel Goleman; spiritual leader Marianne Williamson, and many more.

[The Emotional Craft of Fiction](#) - Donald Maass 2016-12-30

Engage Your Readers with Emotion While writers might disagree over showing versus telling or plotting versus pantsing, none would argue this: If you want to write strong fiction, you must make your readers feel. The reader's experience must be an emotional journey of its own, one as involving as your characters' struggles, discoveries, and triumphs are for you. That's where *The Emotional Craft of Fiction* comes in. Veteran literary agent and expert fiction instructor Donald Maass shows you how to use story to provoke a visceral and emotional experience in readers. Topics covered include:

- emotional modes of writing
- beyond showing versus telling
- your story's emotional world
- moral stakes
- connecting the inner and outer journeys
- plot as emotional opportunities
- invoking higher emotions, symbols, and emotional language
- cascading change
- story as emotional mirror
- positive spirit and magnanimous writing
- the hidden current that makes stories move

Readers can simply read a

novel...or they can experience it. *The Emotional Craft of Fiction* shows you how to make that happen.

*Mr. Bennett and Mrs. Brown* - Virginia Woolf 2021-11-05

"Mr. Bennett and Mrs. Brown" by Virginia Woolf. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

**The Most Dangerous Game** - Richard Connell 2020-04-21

From one of America's most popular short story writers and an Academy Award nominee: the O. Henry Award-winning tale that inspired the movie *The Hunt*. A subject of mysterious rumors and superstition, the deserted Caribbean Island was shrouded in an air of peril. To Sanger Rainsford, who fell off a yacht and washed up on its shores, the abandoned isle was a welcome paradise. But unknown to the big-game hunter, a predator lurked in its lush jungles—one more dangerous than any he had ever encountered: a human. First published in 1924, this suspenseful tale "has inspired serial killers, films and stirred controversy in schools. A century on, the story continues to thrill" (*The Telegraph*). "[A] tense, relentless story of man-against-man adventure, in which the hunter Sanger Rainsford learns, at the hands of General Zaroff, what it means to be hunted." —Criterion

**Creating Character: Bringing Your Story to Life** - William Bernhardt 2013-05-12

All fiction is character-driven, according to William Bernhardt, despite what you might have heard elsewhere. If your characters don't interest readers, even the most exciting plots will fail. "Action is character," Aristotle wrote, but what does that mean, and how can you use that fundamental principle to create dynamic fiction that will captivate readers? This book explains the relationship between character and plot, and how the perfect melding of the two produces a mesmerizing story.

Using examples spanning from *The Odyssey* to *The Da Vinci Code*, Bernhardt discusses the art of character creation in a direct and easily comprehended manner. The book also includes exercises designed to help writers apply these ideas to their own work. William Bernhardt is the author of more than fifty novels, including the blockbuster Ben Kincaid series of legal thrillers. Bernhardt is also one of the most sought-after writing instructors in the nation. His programs have educated many authors now published by major houses. He is the only person to have received the Southern Writers Gold Medal Award, the Royden B. Davis Distinguished Author Award (U Penn) and the H. Louise Cobb Distinguished Author Award (OSU), which is given "in recognition of an outstanding body of work that has profoundly influenced the way in which we understand ourselves and American society at large." The Red Sneaker Writing Center is dedicated to helping writers achieve their literary goals. What is a red sneaker writer? A committed writer seeking useful instruction and guidance rather than obfuscation and attitude. Red sneakers get the job done, and so do red sneaker writers, by paying close attention to their art and craft, committing to hard work, and never quitting. Are you a red sneaker writer? If so, this book is for you.

[The Compass of Character](#) - David Corbett 2019-11-19

Just as a compass provides direction for an explorer, so does motivation provide direction for characters in fiction. The "compass" of character motivation is composed of four points: Lack, Yearning, Resistance, and Desire. In *The Compass of Character* you'll learn to deeply consider the key question "What does my character want?" and learn techniques to answer that question by writing realistic and empathetic characters without falling into formulaic, unsatisfying results that only diminish the character. Bestselling author and acclaimed writing instructor David Corbett provides writers with the essentials for building characters with motivations that range from clear to complex by exploring topics such as:

- human yearning
- pathological maneuvers
- the pain of life vs. the promise of life
- backstory and behavior
- mechanics of growth and transformation
- dramatizing mistaken desire and misbegotten yearnings
- moral arguments

The key to fascinating characters is rendering subtle

inner states in straightforward external circumstances, which requires a fundamental understanding of the simple building blocks of complex motivation as they manifest themselves in behavior, where complexity of purpose collides with the messy, indifferent world. *The Compass of Character* is the one book that can guide writers to that end with both instruction and inspiration.

**Creating Unforgettable Characters** - Linda Seger 1990-07-15

In this book, Linda Seger shows how to create strong, multidimensional characters in fiction, covering everything from research to character block. Interviews with today's top writers complete this essential volume. [Character](#) - Samuel Smiles 1883

**Fundamentals of Character Design** - 3dtotal 3dtotal Publishing 2020-10

An eye-opening, visual-led exploration of the fundamental aspects of character design, including narrative, shape language, proportion, and expression.

*Jungle Rules* - Paul Shemella 2020-11-08

Carl Malinowski is a mercenary with a midlife crisis. After leading his team on a daring mission to capture Colombia's most notorious drug lord, he is confronted with a choice between the life he has and the life he wants. In love with Gabriele, the girl of his dreams, Carl maintains a double life for as long as he can. Gabriele loves him, but she is carrying her own secrets. The chain of events set in motion by the jungle kidnapping causes Carl's two lives to collide with devastating effect. No

**The Negative Trait Thesaurus: A Writer's Guide to Character Flaws** - Becca Puglisi 2020-09-04

Crafting likable, interesting characters is a balancing act, and finding that perfect mix of strengths and weaknesses can be difficult. Not only does a well-drawn protagonist need positive attributes to help him succeed, he must also have flaws that humanize him and give him something to overcome. The same is true of villains and the rest of the story's supporting cast. So how can writers figure out which flaws best fit their characters? Which negative traits will create personality clashes

and conflict while making success difficult? Nothing adds complexity like character flaws. Inside The Negative Trait Thesaurus you'll find: \* A vast collection of flaws to explore when building a character's personality. Each entry includes possible causes, attitudes, behaviors, thoughts, and related emotions \* Real examples from literature, film, or television to show how each flaw can create life challenges and relational friction \* Advice on building layered and memorable characters from the ground up \* An in-depth look at backstory, emotional wounds, and how pain twists a character's view of himself and his world, influencing behavior and decision making \* A flaw-centric exploration of character arc, relationships, motivation, and basic needs \* Tips on how to best show a character's flaws to readers while avoiding common pitfalls \* Downloadable tools to aid writers in character creation The Negative Trait Thesaurus sheds light on your character's dark side. Written in list format and fully indexed, this brainstorming resource is perfect for creating deep, flawed characters readers will relate to.

**Jane Eyre** - Charlotte Bronte 2014-06-26

Part of Penguin's beautiful hardback Clothbound Classics series, designed by the award-winning Coralie Bickford-Smith, these delectable and collectible editions are bound in high-quality colourful, tactile cloth with foil stamped into the design. Charlotte Brontë's first published novel, Jane Eyre was immediately recognised as a work of genius when it appeared in 1847. Orphaned into the household of her Aunt Reed at Gateshead, subject to the cruel regime at Lowood charity school, Jane Eyre nonetheless emerges unbroken in spirit and integrity. How she takes up the post of governess at Thornfield Hall, meets and loves Mr Rochester and discovers the impediment to their lawful marriage are elements in a story that transcends melodrama to portray a woman's passionate search for a wider and richer life than that traditionally accorded to her sex in Victorian society.

**Ordinary Matter** - Laura Elvery 2020-09-01

In 1895 Alfred Nobel rewrote his will and left his fortune made in dynamite and munitions to generations of thinkers. Since 1901 women have been honoured with Nobel Prizes for their scientific research

twenty times, including Marie Curie twice. Spanning more than a century and ranging across the world, this inventive story collection is inspired by these women whose work has altered history and saved millions of lives. From a transformative visit to the Grand Canyon to a baby washing up on a Queensland beach, a climate protest during a Paris heatwave to Stockholm on the eve of the 1977 Nobel Prize ceremony, Ordinary Matter explores the nature of ingenuity and discovery, motherhood and sacrifice, illness and legacy. Sometimes the extraordinary pivots on the ordinary.

**The Craft of Character** - Mark Boutros 2020-12-24

"The most complete and comprehensive guide to character I've ever read." Adam Croft Character is at the heart of every story. We love stories because we fall in love with characters, we want to see what happens to them and we want to see them experience hope and despair. International Emmy nominated writer, Mark Boutros, offers a guide to creating characters who are engaging, emotionally driven and memorable. With experience as a screenwriter, novelist, creative writing teacher and mentor, Mark shares a mixture of theory and creative writing exercises to get you thinking about the questions to have in your mind during character creation. A lot of stories are perfectly functional, hitting all the right beats, but often fall short due to a thin or obvious character. Problems people think are related to plot are often symptoms of a deeper issue with the characters. Mark highlights what is at the core of character, the importance of motivation, trauma, obstacles and how every little detail can enrich an experience for an audience and ultimately make people care. How do you get to know people? By asking questions and getting to know them so you move past the shallow. Do the same during character development and your story will be so much more engaging for it. Each chapter focuses on an aspect important to character development and ends with exercises so you can apply the concepts to your work and write better characters. The book includes: - Goals, desires, lessons - Stakes to your character's goal - Character flaws - Developing your character's voice and world view - Generating truthful obstacles - How to write anti-heroes and compelling villains - Character

and personality traits - Common mistakes in character writing -

Character research - A character questionnaire The majority of the ideas originate from the author's screenwriting experience, but they apply to all forms of story, whether it be fiction writing or playwriting, because the focus is on what really makes a character stand out and memorable. The job of the writer is to deliver an emotional experience. Character is the heart of that. If you're looking for a book to help you to improve your screenplay writing, fiction writing, or play writing then this is for you. An invaluable tool for beginner and experienced writers. This is perfect for anyone interested in screenwriting books, fiction writing books, or character development books. Praise for *The Craft of Character*: "Would 100% recommend not only for beginners, but also for experienced writers looking to get to know their characters better. A bit like writer-character therapy." reader review "Both the chapters and the exercises are easy to understand and get through. Mark Boutros clearly knows his stuff and seems happy to be able to help the reader, rather than becoming lecturing and elitist. The structure of the book also means that it is easy to dip back into, when you come across a specific problem, and as such it is a great little reference book, which any aspiring storyteller would benefit from." reader review "Normally, I find myself arguing with the author of craft books, but here I would say 90% of what I read were things I either found helpful, or flat out agreed with whole heartedly and just needed a reminder on why these things are important. The exercises were a excellent touch, especially as someone who is teaching writing, it gave me ideas on what to do for my students." reader review

**Creating Stylized Characters** - 3dtotal Publishing 2018-06

Learn how to create vibrant character designs with the step-by-step guidance of professional artists from the illustration and animation industries.

*Creating Characters* - Writer's Digest Books 2014-11-01

Create characters that leap off the page--and into readers' hearts! Populating your fiction with authentic, vivid characters is a surefire way to captivate your readers from the first sentence to the last. Whether you're writing a series, novel, short story, or flash fiction, *Creating*

*Characters* is an invaluable guide to bringing your fictional cast to life. This book is a comprehensive reference to every stage of character development. You'll find timely advice and helpful instruction from best-selling authors like Nancy Kress, Elizabeth Sims, Orson Scott Card, Chuck Wendig, Hallie Ephron, Donald Maass, and James Scott Bell. They'll show you how to:

- Effectively introduce your characters
- Build a believable protagonist
- Develop strong anti-heroes and compelling villains
- Juggle multiple points of view without missing a beat
- Craft authentic dialogue that propels the story forward
- Motivate your characters with powerful objectives and a believable conflict
- Show dynamic character development over the course of a story

No matter what your genre, *Creating Characters* gives you the tools necessary to create realistic, fascinating characters that your readers will root for and remember long after they've finished the story.

*Creating Character Arcs* - K. M. Weiland 2016-10-28

Explores the techniques of effective character development in the processing of writing novels to take the author's stories from good to great, including how to determine which arc is right for your character, why you should never pit plot against character, and how to avoid the pitfalls of writing novels without character arcs.

*The Compass of Character* - David Corbett 2019-11-19

Just as a compass provides direction for an explorer, so does motivation provide direction for characters in fiction. The "compass" of character motivation is composed of four points: Lack, Yearning, Resistance, and Desire. In *The Compass of Character* you'll learn to deeply consider the key question "What does my character want?" and learn techniques to answer that question by writing realistic and empathetic characters without falling into formulaic, unsatisfying results that only diminish the character. Bestselling author and acclaimed writing instructor David Corbett provides writers with the essentials for building characters with motivations that range from clear to complex by exploring topics such as:

- human yearning
- pathological maneuvers
- the pain of life vs. the promise of life
- backstory and behavior
- mechanics of growth and transformation
- dramatizing mistaken desire and misbegotten yearnings

• moral arguments The key to fascinating characters is rendering subtle inner states in straightforward external circumstances, which requires a fundamental understanding of the simple building blocks of complex motivation as they manifest themselves in behavior, where complexity of purpose collides with the messy, indifferent world. The Compass of Character is the one book that can guide writers to that end with both instruction and inspiration.

[The Alpine Path - The Story of My Career](#) - Lucy Maud Montgomery  
2017-09-21

The Alpine Path, The Story of My Career is the autobiography of Lucy Maud Montgomery. Originally published as a series of autobiographical essays in the Toronto magazine, Everywoman's World, from June to November in 1917. A charming read about her childhood with all the dreams and imaginings from her youth. Followed by her inspirational road to literary success.

**Getting Into Character** - Brandilyn Collins 2015-04-26

EDITION 2: Revised with some new material gathered through 13 years of teaching these concepts at writers conferences.-----Want to bring characters to life on the page as vividly as fine actors do on the stage or screen? Getting Into Character will give you a whole new way of thinking about your writing. Drawing on the Method Acting theory that theater professionals have used for decades, this in-depth guide explains seven characterization techniques and adapts them for the novelist's use. You'll discover concepts that will lead you to understand and communicate the motivation and psychology of all your characters. These highly effective techniques will help you: ~ create characters whose distinctive traits become plot components ~ determine each character's specific objectives and motivations ~ write natural, meaningful dialogue that moves the story forward ~ endow your characters with three-dimensional emotional lives ~ use character motivation to bring action sequences to exuberant life ~ write convincingly about any character facing any circumstance

*Creating Characters* - Howard Lauther 2011-01-14

A frequent problem area for fiction writers is characterization. If writers

jump headlong into a story with only a fuzzy notion about the people who are in it, the result is a collection of characters who are clichéd, stereotypical and not very interesting. Creating Characters is an easy to use reference work that looks at character development from many different angles. The book does not tell writers how to write. Instead, it generates a thought process by asking crucial questions about characters' internal and external traits, wants, needs, likes, dislikes, fears, beliefs, strengths, weaknesses, habits and backgrounds. Following these questions, the writer will find an ever deeper and wider array of options. Thus, Creating Characters helps writers delve as deeply into a character's psychology as they want. All characters, and the stories they people, can be made richer and more compelling.

**Plot Versus Character** - Jeff Gerke 2010-10-19

What's more important to a story: a gripping plot or compelling characters? Literary-minded novelists argue in favor of character-based novels while commercial novelists argue in favor of plot-based stories, but the truth of the matter is this: The best fiction is rich in both. Enter Plot Versus Character. This hands-on guide to creating a well-rounded novel embraces both of these crucial story components. You'll learn to:

- Create layered characters by considering personality traits, natural attributes, and backgrounds
- Develop your character's emotional journey and tie it to your plot's inciting incident
- Construct a three-act story structure that can complement and sustain your character arc
- Expose character backstory in a manner that accentuates plot points
- Seamlessly intertwine plot and character to create a compelling page-turner filled with characters to whom readers can't help but relate
- And much more

Filled with helpful examples and friendly instruction, Plot Versus Character takes the guesswork out of creating great fiction by giving you the tools you need to inject life into your characters and momentum into your plots.

**Write Characters Your Readers Won't Forget** - Stant Litore  
2015-04-02

"I just don't care enough about your character." "Write Characters Your Readers Won't Forget" is a toolkit for addressing that issue. Packed with

30 exercises, abundant examples, and practical strategies, this guidebook will help you write unforgettable characters who "come alive" on the page, create compelling dialogue, and chart a more breathtaking emotional journeys for your characters. Stant Litore is the author of "The Ansible Stories, The Zombie Bible, The Running of the Tyrannosaurs, " and "Dante's Heart." Best known for his weird fiction, alternate history, and scifi, he has taught frequent courses for writers across the genres and has served as a developmental editor for Westmarch Publishing. His own fiction has been acclaimed by NPR, has served as the subject of scholarly work in "Relegere" and "Weird Fiction Review, " and he has been hailed as "SF's premier poet of loneliness." He lives in Colorado with his wife and two daughters, and is working on his next book.

#### **Creating Characters with Personality** - Tom Bancroft 2016-02-16

From Snow White to Shrek, from Fred Flintstone to SpongeBob SquarePants, the design of a character conveys personality before a single word of dialogue is spoken. Designing Characters with Personality shows artists how to create a distinctive character, then place that character in context within a script, establish hierarchy, and maximize the impact of pose and expression. Practical exercises help readers put everything together to make their new characters sparkle. Lessons from the author, who designed the dragon Mushu (voiced by Eddie Murphy) in Disney's Mulan—plus big-name experts in film, TV, video games, and graphic novels—make a complex subject accessible to every artist.

#### *Creating Characters* - Dwight V. Swain 2012-11-28

A jargon-free manual on the basics of developing interesting fictional characters Vibrant, believable characters help drive a fictional story. Along with a clever plot, well-drawn characters make us want to continue reading a novel or finish watching a movie. In *Creating Characters*, Dwight V. Swain shows how writers can invent interesting characters and improve them so that they move a story along. "The core of character," he says in chapter 1, "lies in each individual story person's ability to care about something; to feel implicitly or explicitly, that something is important." Building on that foundation—the capacity to care—Swain takes the would-be writer step-by-step through the

fundamentals of finding and developing "characters who turn you on." This basic but thought-provoking how-to is a valuable tool for both the novice and the seasoned writer.

#### 45 Master Characters - Victoria Schmidt 2001

"45 Master Characters" explores the most common male and female archetypes, provides instructions for using them to create original characters, and gives examples of how other authors have brought such archetypes to life in novels, film and television. Worksheets included for writers to develop their own characters. 45 illustrations.

#### **Story Structure Architect** - Victoria Lynn Schmidt 2005-07-26

Build a Timeless, Original Story Using Hundreds of Classic Story Motifs! It's been said that there are no new ideas; but there are proven ideas that have worked again and again for all writers for hundreds of years. Story Structure Architect is your comprehensive reference to the classic recurring story structures used by every great author throughout the ages. You'll find master models for characters, plots, and complication motifs, along with guidelines for combining them to create unique short stories, novels, scripts, or plays. You'll also learn how to:

- Build compelling stories that don't get bogged down in the middle
- Select character journeys and create conflicts
- Devise subplots and plan dramatic situations
- Develop the supporting characters you need to make your story work

Especially featured are the standard dramatic situations inspire by Georges Polti's well-known 19th century work, *The Thirty-Six Dramatic Situations*. But author Victoria Schmidt puts a 21st-century spin on these timeless classics and offers fifty-five situations to inspire your creativity and allow you even more writing freedom. Story Structure Architect will give you the mold and then help you break it. This browsable and interactive book offers everything you need to craft a complete, original, and satisfying story sure to keep readers hooked!

#### **Interactive Storytelling for Video Games** - Josiah Lebowitz 2012-09-10

What really makes a video game story interactive? What's the best way to create an interactive story? How much control should players be given? Do they really want that control in the first place? Do they even know

what they want-or are their stated desires at odds with the unconscious preferences? All of these questions and more are examined in this definitive book on interactive storytelling for video games. You'll get detailed descriptions of all major types of interactive stories, case studies of popular games (including Bioshock, Fallout 3, Final Fantasy XIII, Heavy Rain, and Metal Gear Solid), and how players interact with them, and an in-depth analysis of the results of a national survey on player storytelling preferences in games. You'll get the expert advice you need to generate compelling and original game concepts and narratives. With *Interactive Storytelling for Video Games*, you'll:

*Character Mentor* - Tom Bancroft 2012-11-12

You've researched your character extensively, tailored her to your audience, sketched hundreds of versions, and now you lean back content as you gaze at your final character model sheet. But now what? Whether you want to use her in an animated film, television show, video game, web comic, or children's book, you're going to have to make her perform. How a character looks and is costumed starts to tell her story, but her body language reveals even more. *Character Mentor* shows you how to pose your character, create emotion through facial expressions, and stage your character to create drama. Author Tom Bancroft addresses each topic with clear, concise prose, and then shows you what he really means through commenting on and redrawing artwork from a variety of student "apprentices." His assignments allow you to join in and bring your drawing to the next level with concrete techniques, as well as more theoretical analysis. *Character Mentor* is an apprenticeship in a book. Professional artists from a variety of media offer their experience through additional commentary. These include Marcus Hamilton (Dennis the Menace), Terry Dodson (X-Men), Bobby Rubio (Pixar), Sean "Cheeks" Galloway (Spiderman animated), and more. With a foreword by comicbook artist Adam Hughes, who has produced work for DC, Marvel Comics, Lucasfilm, Warner Bros. Pictures, and other companies.

*Story Genius* - Lisa Cron 2016-08-09

Following on the heels of Lisa Cron's breakout first book, *Wired for Story*, this writing guide reveals how to use cognitive storytelling

strategies to build a scene-by-scene blueprint for a riveting story. It's every novelist's greatest fear: pouring their blood, sweat, and tears into writing hundreds of pages only to realize that their story has no sense of urgency, no internal logic, and so is a page one rewrite. The prevailing wisdom in the writing community is that there are just two ways around this problem: pantsing (winging it) and plotting (focusing on the external plot). Story coach Lisa Cron has spent her career discovering why these methods don't work and coming up with a powerful alternative, based on the science behind what our brains are wired to crave in every story we read (and it's not what you think). In *Story Genius* Cron takes you, step-by-step, through the creation of a novel from the first glimmer of an idea, to a complete multilayered blueprint—including fully realized scenes—that evolves into a first draft with the authority, richness, and command of a riveting sixth or seventh draft.

*The Green Mile* - Stephen King 2017-06-27

At Col Mountain Penitentiary, along the lonely stretch of cells known as the Green Mile, killers as depraved as the psychopathic "Billy the Kid" Wharton and the possessed Eduard Delacroix await death strapped in "Old Sparky."

*Better Game Characters by Design* - Katherine Isbister 2018-04-30

Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. Characters that create powerful social and emotional connections with players throughout the game-play itself (not just in cut scenes) will be essential to next-generation games. However, the principles of sophisticated character design and interaction are not widely understood within the game development community. Further complicating the situation are powerful gender and cultural issues that can influence perception of characters. Katherine Isbister has spent the last 10 years examining what makes interactions with computer characters useful and engaging to different audiences. This work has revealed that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design. Game designers who create great characters often

make use of these psychological principles without realizing it. *Better Game Characters by Design* gives game design professionals and other interactive media designers a framework for understanding how social roles and perceptions affect players' reactions to characters, helping produce stronger designs and better results.

*The Dance of Character and Plot* - DiAnn Mills 2013-06-12

"The Dance of Character and Plot, by DiAnn Mills will show you how to write a novel from idea to self-editing. This step-by-step instructional guide is packed with clear and concise information, examples of techniques, and fresh exercises to apply to your writing project."--back cover.

**Building A Character** - Constantin Stanislavski 2013-12-04

Building a Character is one of the three volumes that make up Stanislavski's *The Acting Trilogy*. *An Actor Prepares* explores the inner preparation an actor must undergo in order to explore a role to the full. In this volume, Sir John Gielgud said, this great director "found time to explain a thousand things that have always troubled actors and fascinated students." *Building a Character* discusses the external techniques of acting: the use of the body, movement, diction, singing, expression, and control. *Creating a Role* describes the preparation that precedes actual performance, with extensive discussions of Gogol's *The Inspector General* and Shakespeare's *Othello*. Sir Paul Scofield called *Creating a Role* "immeasurably important" for the actor. These three volumes belong on any actor's short shelf of essential books.

**The Science of Writing Characters** - Kira-Anne Pelican 2020-11-26

*The Science of Writing Characters* is a comprehensive handbook to help writers create compelling and psychologically-credible characters that come to life on the page. Drawing on the latest psychological theory and research, ranging from personality theory to evolutionary science, the book equips screenwriters and novelists with all the techniques they need to build complex, dimensional characters from the bottom up. Writers learn how to create rounded characters using the 'Big Five' dimensions of personality and then are shown how these personality traits shape action, relationships and dialogue. Throughout *The Science*

of *Writing Characters*, psychological theories and research are translated into handy practical tips, which are illustrated through examples of characters in action in well-known films, television series and novels, ranging from *Three Billboards Outside Ebbing Missouri* and *Game of Thrones* to *The Bonfire of the Vanities* and *The Goldfinch*. This very practical approach makes the book an engaging and accessible companion guide for all writers who want to better understand how they can make memorable characters with the potential for global appeal.

**Character** - Robert McKee 2021-05-25

The long-awaited third volume of Robert McKee's trilogy on the art of fiction. Following up his perennially bestselling writers' guide *Story* and his inspiring exploration of the art of verbal action in *Dialogue*, the most sought-after expert in the storytelling brings his insights to the creation of compelling characters and the design of their casts. *CHARACTER* explores the design of a character universe: The dimensionality, complexity and arcing of a protagonist, the invention of orbiting major characters, all encircled by a cast of service and supporting roles.

**Atomic Habits** - James Clear 2018-10-16

The #1 New York Times bestseller. Over 4 million copies sold! *Tiny Changes, Remarkable Results* No matter your goals, *Atomic Habits* offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will

be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: make time for new habits (even when life gets crazy); overcome a lack of motivation and willpower; design your environment to make success easier; get

back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.