**Assignment #1: Story Creation and Story Structure Exercises**

**DUE: Sunday, 6/24 at noon**

**Part A**

Individual Work. Create three seven step stories/scenarios that fit selected armatures.

Create three stories using the 7 steps as your groups guide.

Each of your group’s three story creations should have an appropriate title followed by one of the provided armatures and 7 sentences that start with the following:

ONCE UPON A TIME ...

AND EVERY DAY...

UNTIL ONE DAY ...

AND BECAUSE OF THIS ...

AND BECAUSE OF THIS ...

UNTIL FINALLY ...

AND EVER SINCE THAT DAY ...

You will write one story (using the seven steps) to support each of these armatures:

1. What is most truly valuable is often underrated.

2. Acquaintance softens prejudices.

3. There is always someone worse off than you.

In writing your stories we'd like you to include a character who has a goal (who wants something) and an obstacle that is keeping him/her from that goal. Try your best to have each one of the seven steps for all stories flow logically to the next. Try designing from step 1-7 and also from 7-1 to see what might be logically out of order. The. Revise your story based on what you discover that could improve it. Also be careful to include all seven steps. Try telling your stories to friends and family and ask them for feedback. If they get lost ask them to identify which part of the story left them confused and try to improve your seven steps. Adjust your story until you feel comfortable that it is as clear and simple as you can make it while also keeping your audience engaged and intrigued.

Beware of stories that are too long and hard to tell: convoluted stories with characters and sets that are on an epic scale - no cities and no cast of thousands. With that in mind, there are several story creation limitations you will need to follow:

● You cannot include more than two characters in total and you must have at least one.

● Your characters must be human.

● Your story must take place in one (indoor) set.

● Please consider that you are designing for an animated short and therefore you can exaggerate (reality). How is animation the best medium to tell this story and not live action?

Otherwise, let your imagination run away with you and enjoy the assignment. Try to design a story with heart. Consider that you want to move your audience on an emotional level and teach them or remind them of something important.

**Part B**

Individual Work. Provide 7 steps for 2 animated shorts provided to you

Select two of the animated shorts below and identify the 7 logical steps and an armature statement for each. You’re going to analyze animated short to develop your story skills.

Remember to create a full sentence to describe the armature and seven steps. Create 7 steps that logically follow one another. Don’t skip or add any steps. Use the language you have been provided for the seven steps. There should only be 7 sentences per story plus a full armature statement.

Feel free to try analyzing more than two of the shorts in order to practice this new skill. You are only required to send in two however. We believe that you will enjoy the shorts we’ve selected. You will, no doubt, find that some of the shorts will be more challenging to analyze than others. The more practice you get, the better you will be at seeing the underlying story structure and being able to apply it in your own work.

● Gerald Mc BoingBoing

● The Man who Planted Trees

● The Telltale Heart

● Boundin'

**Part C**

Group Work. You will be creating seven steps and an armature for a specific scenario.

Your work could be designed to be experienced in VR.

In order to simplify your story ideas, create your seven steps with no more than one character, one location, and no interaction with the character.

Use one of the following armatures:

1. What is most truly valuable is often underrated.

2. Acquaintance softens prejudices.

3. There is always someone worse off than you

 One person from each group will be e-mailing Assignment #1 to the staff mail alias (**cse456-staff [at]**[**cs.washington.edu**](http://cs.washington.edu/)) by noon on Sunday June 24th. Be sure to clearly mark your GROUP and provide a group critique.

\*Obtain a copy of David Mamet's "On Directing Film" and begin reading. This is a short book and will help you tremendously. Also you can download Brian McDonald's books at [booktrope.com](http://booktrope.com/book_authors/brian-mcdonald/), or find an older version of Invisible Ink here.