

<p>idea_ring.naperwrimo.org</p> <p><b>Crimes of Love</b> Elements: The Lover, the Beloved</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Discovery of the Dishonour of a Loved One</b> Elements: the Discoverer; the Guilty One</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Obstacles to Love</b> Elements: Two Lovers, an Obstacle</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Necessity of Sacrificing Loved Ones</b> Elements: the Hero; the Beloved Victim; the Necessity for the Sacrifice</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Rivalry of Superior and Inferior</b> Elements: the Superior Rival; the Inferior Rival; the Object</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Adultery</b> Elements: a Deceived Husband or Wife; Two Adulterers</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Self-Sacrifice for an Ideal</b> Elements: the Hero; the Ideal; the Creditor or the Person or Thing Sacrificed</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Self-Sacrifice for Kindred</b> Elements: the Hero; the Kinsman; the Creditor or the Person or Thing Sacrificed</p>	<p>idea_ring.naperwrimo.org</p> <p><b>All Sacrificed for Passion</b> Elements: the Lover, the Object of the Fatal Passion; the Person or Thing Sacrificed</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Fatal Imprudence</b> Elements: The Imprudent; the Victim or the Object Lost</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Involuntary Crimes of Love</b> Elements: the Lover, the Beloved; the Revealer</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Slaying of a Kinsman Unrecognized</b> Elements: the Slayer, the Unrecognized Victim</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Rivalry of Kinsmen</b> Elements: the Preferred Kinsman; the Rejected Kinsman; the Object</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Murderous Adultery</b> Elements: Two Adulterers; a Betrayed Husband or Wife</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Madness</b> Elements: Madman and Victim</p>
<p>idea_ring.naperwrimo.org</p> <p><b>The Enigma</b> Elements: Interrogator, Seeker and Problem</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Obtaining</b> Elements: a Solicitor and an Adversary Who is Refusing, or an Arbitrator and Opposing Parties</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Enmity of Kinsmen</b> Elements: a Malevolent Kinsman; a Hatred or Reciprocally Hating Kinsman</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Revolt</b> Elements: Tyrant and Conspirator</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Daring Enterprise</b> Elements: a Bold Leader; an Object; an Adversary</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Abduction</b> Elements: the Abductor; the Abducted; the Guardian</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Pursuit</b> Elements: Punishment and Fugitive</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Disaster</b> Elements: a Vanquished Power; a Victorious Enemy or a Messenger</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Falling Prey to Cruelty or Misfortune</b> Elements: an Unfortunate; a Master or a Misfortune</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Deliverance</b> Elements: an Unfortunate, a Threatener, a Rescuer.</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Crime Pursued by Vengeance</b> Elements: an Avenger and a Criminal</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Vengeance Taken for Kindred Upon Kindred</b> Elements: Avenging Kinsman; Guilty Kinsman; Remembrance of the Victim, a Relative of Both</p>
<p>idea_ring.naperwrimo.org</p> <p><b>Supplication</b> The dynamic elements technically necessary are: a Persecutor; a Supplicant; and a Power in authority, whose decision is doubtful.</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Deliverance</b> Elements: an Unfortunate, a Threatener, a Rescuer.</p>	<p>idea_ring.naperwrimo.org</p> <p><b>Supplication</b> The dynamic elements technically necessary are: a Persecutor; a Supplicant; and a Power in authority, whose decision is doubtful.</p>

<p><b>Pixar 20</b> Exercise: take the building blocks of a movie you dislike. How d'you rearrange them into what you DO like?</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 21</b> You gotta identify with your situation/characters, can't just write 'cool'. What would make YOU act that way?</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 22</b> What's the essence of your story? Most economical telling of it? If you know that, you can build out from there.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Pixar 17</b> No work is ever wasted. If it's not working, let go and move on - it'll come back around to be useful later.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 18</b> You have to know yourself: the difference between doing your best &amp; fussing. Story is testing, not refining.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 19</b> Coincidences to get characters into trouble are great; coincidences to get them out of it are cheating.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Pixar 14</b> Why must you tell THIS story? What's the belief burning within you that your story feeds off of? That's the heart of it.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 15</b> If you were your character, in this situation, how would you feel? Honesty lends credibility to unbelievable situations.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 16</b> What are the stakes? Give us reason to root for the character. What happens if they don't succeed? Stack the odds against.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Pixar 11</b> Putting it on paper lets you start fixing it. If it stays in your head, a perfect idea, you'll never share it with anyone.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 12</b> Discount the 1st thing that comes to mind. And the 2nd, 3rd, 4th, 5th -- get the obvious out of the way. Surprise yourself.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 13</b> Give your characters opinions. Passive/malleable might seem likable to you as you write, but it's poison to the audience.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Pixar 8</b> Finish your story, let go even if it's not perfect. In an ideal world you have both, but move on. Do better next time.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 9</b> When you're stuck, make a list of what WOULDNT happen next. Lots of times the material to get you unstuck will show up.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 10</b> Pull apart the stories you like. What you like in them is a part of you; you've got to recognize it before you can use it.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Pixar 5</b> Simplify. Focus. Combine characters. Hop over detours. You'll feel like you're losing valuable stuff but it sets you free.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 6</b> What is your character good at, comfortable with? Throw the polar opposite at them. Challenge them. How do they deal?</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 7</b> Come up with your ending before you figure out your middle. Seriously. Endings are hard, get yours working up front.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Pixar 2</b> You gotta keep in mind what's interesting to you as an audience, not what's fun to do as a writer. They can be v. different.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 3</b> Trying for theme is important, but you won't see what the story is actually about til you're at the end of it. Now rewrite.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 4</b> Once upon a time there was _____. Every day, _____. One day _____. Because of that, _____. Because of that, _____. Until finally _____.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Recovery of a Lost One</b> The Seeker; the One Found</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Loss of Loved Ones</b> A Kinsman Slain; a Kinsman Spectator; an Executioner</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Pixar 1</b> You admire a character for trying more than for their successes.</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>Mistaken Jealousy</b> Elements: the Jealous One; the Object of Whose Possession He is Jealous; the Supposed Accomplice; the Cause or the Author of the Mistake</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Erroneous Judgment</b> Elements: The Mistaken One; the Victim of the Mistake; the Cause or Author of the Mistake; the Guilty Person</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Remorse</b> Elements: the Culprit; the Victim or the Sin; the Interrogator</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>
<p><b>An Enemy Loved</b> Elements: The Beloved Enemy; the Lover; the Hater</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Ambition</b> Elements: an Ambitious Person; a Thing Coveted; an Adversary</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>	<p><b>Conflict With a God</b> Elements: a Mortal, an Immortal</p> <p><a href="http://idea_ring.naperwrimo.org">idea_ring.naperwrimo.org</a></p>