<u>SCENE LAYOUT WORKSHEET</u>						
<u>NOVEL</u>	NAME					
<u>CHAPTER</u>	& SCENE					
<u>POVC</u>						
<u>LOCATION</u>	I & TIME					
<u>MOOD</u>						
<u>EMOTIONAL ARC</u>						
SCENE GOAL						
SCENE ADVANCES PLOT						
SCENE FIT	S THEME					
BRIEF SUMMARY						
OTHER CHARACTERS	ALLY/ OPPONENT	GOALS IN CONFLICT WITH POVC				
INTENDED EMOTIO	ONS FOR READER					
<u>CONFLICTS IN SCENE</u>						
VS SELF						
VS OTHER CHARACTERS						
VS SOCIETY						
VS NATURE						
VS MAC	CHINE					
VS SUPERNATURAL						
	OBSTACLES & COMPLICATIONS					
<u>SUBPLOT INFO</u>						

INFO FOR READER	<u>UNDERLINE (</u>	CONFLICT	<u> </u>	RAISE THE STAKES		
ACTIONS IN SCENE	<u>UNDERLINE</u> (	CONFLICT	R	RAISE THE STAKES		
140=144=1014		=11011011=	1.0-1.0-1	221111 22152		
MOTIVATION REFLEX	<u>EMOTIONS</u>	<u>THOUGHT</u>		<u>OBLIQUE OBJECT</u>		
			<u>&amp;</u>			
			<u>SPEECH</u>			
ELEMENT TO MAKE POVC FEEL OPPOSITE OF PRIMARY EMOTION						
<u>EMOTIONS</u>	<u>THOUGHTS</u>	ACTION & SPEECH		OBLIQUE OBJECT		
CHARACTER INFO/	<u>UNDERLINE CONFLICT</u>		K	RAISE THE STAKES		

<u>GROWTH</u>				
	MAKE	TIT MORE DIFFICULT FO	OR POVC TO REAG	CH GOAL
<u>HOW</u>		<u>USE SETTING TO HIGHLIGHT THIS</u> <u>COMPLICATION</u>		
TIME				
LOCATION				
EMOTIONS				
FEARS		=11		
TRICKERY				
PHYSICAL				
ADD A TWIST TO SETTING; MAKE IT		10.5		
<u>UNEXPECTED</u>				
POVC MEMORIES EVOKED BY SETTING				
POVC EMOTIONS EVOKED BY SETTING				
WEATHER BEST SUITED FOR SCENE				
HOW WEATHER MAKES IT HARDER FOR				
<u>POVC</u>				
HOW SCENE	MAKES C	OVERALL SITUATION		
<u>worse</u>				
IMPOSSIBLE CHOICE AT END OF SCENE				
SCENE STARTS WITH				
<u>OPENING LINE</u>				
Compelling/ Raises Questions/ Heighten				
<u>Tension</u>				
<u>OPENING IMAGE</u>				
Strong Visuals & Emotions				

SCENE ENDS WITH	
CLOSING LINE	
Cliffhanger/ Resolve Previous Question/ Suggest	
Future Conflict	
CLOSING IMAGE	
Strong Visuals & Emotions	
MAIN ELEMENT FOR READER TO TAKE	
<u>FROM SCENE</u>	
GIVE IT STRONGEST VISUAL & EMOTIONAL	
<u>IMPACT</u>	
<u>FORESHADOWING</u>	
SCENE ADVANCES PLOT BY	
SCENE ADVANCES CHARACTERS BY	
SCENE LEADS TO	

