



Creative Writing—Short Fiction Unit

CREATING YOUR SETTING

THINGS TO THINK ABOUT

- × Time
- × Location
- × Accuracy
- × Mood

TIME

- ✘ When is your setting?

- + Past

- + Present

- + Future

- ✘ How will we know?

- ✘ Ambiguous settings in time and place can work, but if your world combines aspects of multiple eras, it might lose credibility

LOCATION

- ✘ It's all about Location, Location, Location
- ✘ A real locale?
- ✘ A fictional place?
- ✘ Creating a fictional place, but want it to “look” real?
 - + Base your setting on someplace you know—just change names

ACCURACY

- ✗ Settled on a real place?
- ✗ Settled on a fictional place?
- ✗ Get pictures
- ✗ Get maps
- ✗ Visit (sights, sounds, smells)
- ✗ If you don't nail it, someone will notice
- ✗ Rely heavily on imagery
- ✗ Create your own maps
- ✗ Use metaphor and simile to draw recognizable comparisons
- ✗ If you can't picture it, you didn't "create" it

MOOD

- ✘ The setting of your story should match your mood
- ✘ Happy sunshine stories don't take place in dark alleys
- ✘ Dark vampire stories don't take place on Sesame Street
- ✘ Create the mood through description of setting:
 - + Fog, overcast, rain
 - + Dirty, smelly, broken
 - + Sunny, animals present

THE SETTING CAN TELL HALF YOUR STORY



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