

Story Idea Creation & Concept Design

Story Design for Novels, Comics, Film & More

by Peter von Stackelberg

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Story Idea Creation & Concept Design Worksheets

Story Design for Novels, Comics, Film & More

Project: _____

Author: _____

Start Date: _____

Version #: _____

Revision Date: _____

Version #: _____

Revision Date: _____

Version #: _____

Revision Date: _____

Version #: _____

Revision Date: _____

Version #: _____

These worksheets are designed for use with *Story Idea Creation & Concept Design*. That book provides explanations of how to use the worksheets, detailed information about each of the elements in the templates and forms, and numerous examples that will help you create your own story ideas and develop the story concepts. The book is available on Amazon.

These worksheets may be copied by the original purchaser for personal use only. They must not be sold, given away, or distributed in any form without the express written permission of the copyright owner.

Story Design Worksheet #2

Story Idea

- Storyworld Type
- | | |
|--|--|
| <input type="checkbox"/> Science fiction | <input type="checkbox"/> Contemporary real-world fiction |
| <input type="checkbox"/> Fantasy fiction | <input type="checkbox"/> Historical fiction |
| <input type="checkbox"/> Western fiction | <input type="checkbox"/> Other: _____ |

- Story Focus
- | | |
|--|---------------------------------------|
| <input type="checkbox"/> Character-focused | <input type="checkbox"/> Other: _____ |
| <input type="checkbox"/> Action-focused | |

- Story Archetype
- | | |
|--|---|
| <input type="checkbox"/> Quest (Character) | <input type="checkbox"/> Rivalry (Character) |
| <input type="checkbox"/> Discovery (Character) | <input type="checkbox"/> Underdog (Character) |
| <input type="checkbox"/> Adventure (Action) | <input type="checkbox"/> Temptation (Character) |
| <input type="checkbox"/> Pursuit (Action) | <input type="checkbox"/> Metamorphosis (Character) |
| <input type="checkbox"/> Rescue (Action) | <input type="checkbox"/> Transformation (Character) |
| <input type="checkbox"/> Survival (Character) | <input type="checkbox"/> Maturation (Character) |
| <input type="checkbox"/> Escape (Character) | <input type="checkbox"/> Romance (Character) |
| <input type="checkbox"/> Revenge (Character) | <input type="checkbox"/> Horror (Character) |
| <input type="checkbox"/> Mystery (Action) | <input type="checkbox"/> Other: _____ |
| <input type="checkbox"/> Crime (Action) | |

NOTES _____

Story Design Worksheet #3

Story Idea

Protagonist _____

Situation _____

Action _____

Goal _____

Stakes _____

Significant Object _____

Setting _____

Event _____

Story Design Worksheet #4

Story Idea

Character-based: A (*protagonist*) (*situation*) (*action*) (*goal*) (*stakes*).

Object-based: A (*significant object*) (*protagonist*) (*action*) (*goal*) (*stakes*).

Setting-base: A (*setting*) (*protagonist*) (*action*) (*goal*) (*stakes*).

Event-based: A (*event*) (*protagonist*) (*action*) (*goal*) (*stakes*).

Story Idea # _____

Character-based

Object-based

Setting-based

Event-based

Story Idea # _____

Character-based

Object-based

Setting-based

Event-based

Story Idea # _____

Character-based

Object-based

Setting-based

Event-based

Story Idea # _____

Character-based

Object-based

Setting-based

Event-based

Story Design Worksheet #5

Premise

What if (protagonist) (situation) (action) (goal)?

Protagonist _____

Situation _____

Action _____

Goal _____

Premise _____

Story Design Worksheet #6

Controlling Idea

(Value) (reversal) (counter-value) when (protagonist) (cause) (antagonist).

Value _____

Reversal _____

Counter-value _____

Protagonist _____

Antagonist _____

Cause _____

Controlling Idea _____

Story Design Worksheet #7

Dramatic Question

Will (protagonist) (goal)?

Protagonist _____

Goal _____

Dramatic Question _____

Story Design Worksheet #8

Central Conflict

A (protagonist) (situation) (action) (antagonist) to (goal) (stakes).

Protagonist _____

Situation _____

Action _____

Antagonist _____

Goal _____

Stakes _____

Central Conflict _____

Story Design Worksheet #9

Logline

In a (setting) a (protagonist) (situation) (action) (antagonist) to (goal) (stakes).

Setting _____

Protagonist _____

Situation _____

Action _____

Antagonist _____

Goal _____

Stakes _____

Logline _____

Story Design Worksheet #10

Tagline

Go for it! Use your imagination. Be creative.

Tagline _____

Story Design Worksheet #11

Story Concept

Premise _____

Controlling Idea _____

Dramatic Question _____

Central Conflict _____

Logline _____

Tagline _____

About the Author

Peter von Stackelberg is a writer, photographer, illustrator, transmedia storyteller, and university lecturer. He has more than five decades of experience as a writer and award-winning investigative journalist. He currently teaches journalism and transmedia storytelling at Alfred University in Alfred, New York.

Peter has a B.A. in Journalism from Toronto Metropolitan University, a M.S. in Studies of the Future from University of Houston-Clear Lake, and a M.S. in Information Design & Technology from SUNY Polytechnic University.

About the Artwork

The artwork in this book, unless identified otherwise, was created by Peter von Stackelberg using a wide variety of computer graphics tools and techniques. Much of his artwork involves the use of traditional computer graphics software like Photoshop, but he also makes extensive use of 3D computer graphics software to create characters, objects, and settings to illustrate his writing.

As the use of artificial intelligence (AI) began to emerge in 2021, Peter began to use a variety of AI applications alongside the more traditional computer graphics tools.