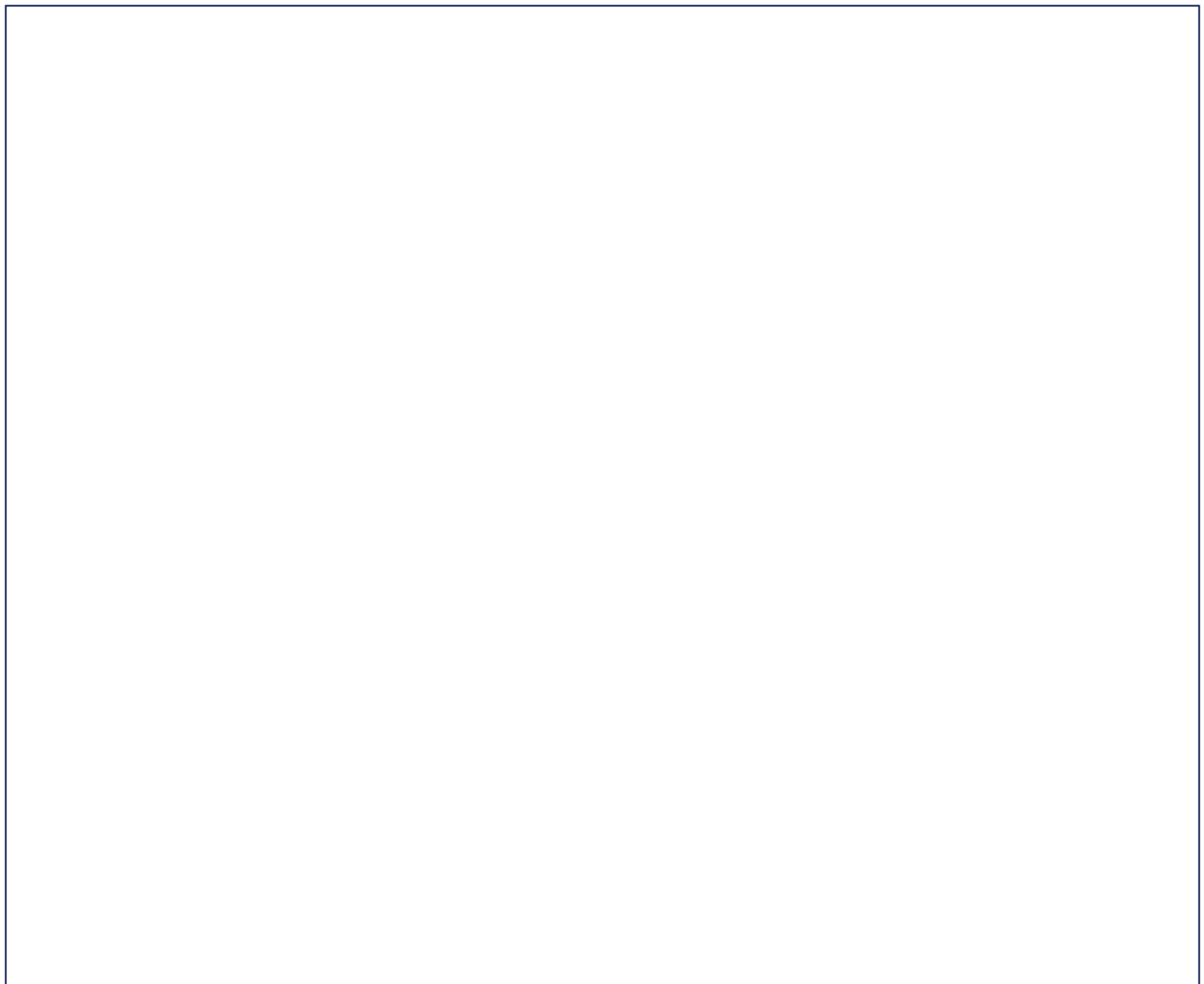


The Narrative Architect: Designing Your Story World

Learning objective: To visualise narrative components including setting, character motivation, and atmosphere, demonstrating an understanding of how visual elements enhance storytelling.

Use your imagination to bring a new story concept to life. Think about where your story takes place and the emotions you want your reader to feel. Follow the steps below to build your scene, then use the word bank to label your detailed drawing.

Draw: Create an A4 landscape illustration of a pivotal moment in a story. Use a 'focal point' technique to draw the eye toward your main character. Include at least three layers of depth (foreground, mid-ground, and background) to create atmospheric perspective. Use varied line weights to highlight textures, such as rough stone, soft fur, or flowing water. Ensure the lighting in your drawing matches the mood of the story (e.g., long, dramatic shadows for suspense or bright, clean lines for adventure).



Label words: Atmospheric perspective · Focal point · Dynamic posture · Textural detail · Setting · Narrative conflict · Character motivation · Mood

Steps:

1. Step 1: Draw your protagonist in the centre of the page. How does their posture show their personality or current emotion?

2. Step 2: Add background elements that hint at the 'conflict' or challenge your character is facing. Label these elements.
3. Explain why you chose this specific setting for your character. How does the environment reflect the internal feelings of the protagonist?
4. Compare and contrast your chosen setting with a contrasting environment (e.g., if you drew a desert, compare it to a rainforest). How would the story change?
5. Justify your choice of focal point. Why is this the most important part of your drawing for the reader to notice first?
6. What might happen if your character were suddenly transported to a completely different historical time period? Describe the visual changes.