

How to create a more realistic fictitious world

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The Big Question What does this do for my story?

– In everything you learn in this industry, always test it before you change your entire manuscript. Even if something works for another writer, it does not mean it will work for you! Remember, creativity is subjective.

The fictitious world

“Reality is merely an illusion, although a very persistent one.”

- Albert Einstein 1879 - 1955

It's all about creating something that “feels” as if it “could” be real.

Your world is the one character that is in every scene throughout your manuscript. For it to be successful, it should feel real. So real, that the reader will wonder why our own “real world” doesn't work that way.

Think outside the box

Keep a few things in mind when creating your fictitious world.

There are no boundaries. There are no limitations. The world is your playground and you are the spoiled child-god, able to play with it all.

You are the creator

Take the time to think things through – What you decide to be reality... is reality in your fictitious world. The biggest limitation to all this is you and your imagination.

Is it wrong to do what has been done before?

Is it worth creating something new?

The Lesson of Fans

If you create something with a believable back-story, fans of your genre will suspend disbelief for you, provided you give them enough reason to.

If you break your own laws, however, they will call you on it.

Stop Regurgitating Tolkien!!!
Down with Elves, Dwarves and Orcs.

Sci-Fi does it, why not fantasy
One Race – One Trait is so 1910!

Spend some time on time

History creates the Present. It gives you everything that is today. Your societies, religion, government, wars, hatreds, cities (both thriving and dead), prejudices, politics.

Every major city was a town that was a village that looked like a good place to setup camp. Without a past, everything becomes two-dimensional

History creates the Future

History gives you societies and hatreds
History gives you religion
History gives you government and politics
History gives you wars both past and present
History gives you cities both thriving and dead
History gives you everything that is today!

Understand your Society

Why do people do what they do?
Motivation = Plot

What motivates people? Religion, politics, competitions, hate and prejudice (there is a reason we call them “races”)

Customs – It’s the little things that make it feel like home. The devil is in the details.

Language – Plot Device or Barrier

Believe in your Religion

People want to believe.

What is the purpose of Religion? - Gives you your core values

Types of Religions
The Void
The Inanimate
Real Religion / Fake God
Real Religion / Real God (Inactive)
Real Religion / Real God (Active)

Creates conflict and plot devices

Support your Government
Cavemen unite!

Is the purpose of government to create prosperity or to oppress the people?

Government affects people's lives as a group

Types of Governments

Utopia

Elected bodies

Royalty

Tyrannical

Creates conflict and plot devices

History is Distorted

Those who won the war wrote the history

Three points of view...

What people believe (written by the victorious)

How the losers feel about it

The real history

Misdirection (keep your eyes on my left hand)

Flesh out your Geography

Special is only special if it is special.

How much is too much?

Question: How much of what you create should you not use to avoid using too much?

Answer: The majority of the history you created should not be used.

Don't bore your readers with all your amazing history. No one wants to read it. All of this back-story is for you, the writer. By knowing your world and its history, you will have a deeper understanding of the characters that live in your world.

End

Thank you for your time and attention. I hope you found it informative.

If you would not mind, please visit <http://www.meetup.com/Las-Vegas-Creative-Writing-Class/> and review my teaching and this class. It would be a tremendous help to me.

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