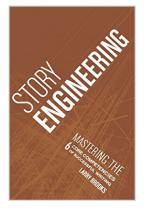
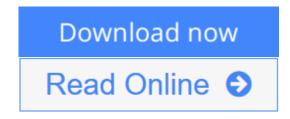
Story Engineering



By Larry Brooks



Story Engineering By Larry Brooks

What makes a good story or a screenplay great?

The vast majority of writers begin the storytelling process with only a partial understanding where to begin. Some labor their entire lives without ever learning that successful stories are as dependent upon good engineering as they are artistry. But the truth is, unless you are master of the form, function and criteria of successful storytelling, sitting down and pounding out a first draft without planning is an ineffective way to begin.

Story Engineering starts with the criteria and the architecture of storytelling, the engineering and design of a story--and uses it as the basis for narrative. The greatest potential of any story is found in the way six specific aspects of storytelling combine and empower each other on the page. When rendered artfully, they become a sum in excess of their parts.

You'll learn to wrap your head around the big pictures of storytelling at a professional level through a new approach that shows how to combine these six core competencies which include:

- Four elemental competencies of concept, character, theme, and story structure (plot)
- Two executional competencies of scene construction and writing voice

The true magic of storytelling happens when these six core competencies work together in perfect harmony. And the best part? Anyone can do it!

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Editorial Review

Review

"If you've been searching for an accessible, well-reasoned explanation of how the story building process works, look no further. Here is the roadmap you need to understanding the craft of writing." -- Terry Brooks, author of more than twenty five bestselling novels including The Sword of Shannara

"Story Engineering is a master class in novel writing. Reading it is like getting an MFA, without the pesky admissions process or student loans. This book will make you smarter about the craft. Period." --Chelsea Cain, New York Times Bestselling author of Heartsick, Sweetheart, and Evil at Heart

"Larry Brooks's Story Engineering is a brilliant instructional manual for fiction writers that covers what the author calls the `Six Competencies of Successful Storytelling.' The author presents a story telling model that keeps the writer focused on creating a dynamic living and breathing story form concept to the `beat sheet' plan, through story structure and writings scenes. It's a wonderful guide for the beginner and a great refresher for the pro. I guarantee this book will give you new ways to fire up your creativity." --Jim Frey, author of How to Write a Damn Good Novel

"A useful guide explaining how to transfer screenwriting techniques to the craft of novel-writing. Good for screenwriters, too, summarizing the essence of entertaining commercial storytelling with great clarity." -- Christopher Vogler, author of The Writer's Journey: Mythic Structure for Writers

"Larry Brooks' groundbreaking book offers both novelists and screenwriters a model for storytelling that is nothing short of brilliant in its simplicity, its depth, its originality and its universality. Following his unique process is guaranteed to elevate your writing to the highest professional level." --Michael Hauge, author of Writing Screenplays That Sell, and Selling Your Story in 60 Seconds

About the Author

Larry Brooks is a critically acclaimed best-selling author of six psychological thrillers (including *Darkness Bound, Pressure Points, Serpents Dance* and others), in addition to his work as a freelance writer and writing instructor. He is the creator and editor of Storyfix.com, one of the leading instructional writing sites on the internet. His website is www.storyfix.com.

Users Review

From reader reviews:

Eva Oleary:

Information is provisions for anyone to get better life, information presently can get by anyone at everywhere. The information can be a expertise or any news even a concern. What people must be consider when those information which is inside former life are challenging be find than now is taking seriously which one is acceptable to believe or which one the actual resource are convinced. If you find the unstable resource then you get it as your main information it will have huge disadvantage for you. All of those possibilities will not happen with you if you take Story Engineering as your daily resource information.

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