

# THEME

a thing doing something to another thing

a dog chewing on the slippers

# ANTI-THEME

the opposite of the thing the opposite of something

the opposite of the other thing

a man letting go of the collar

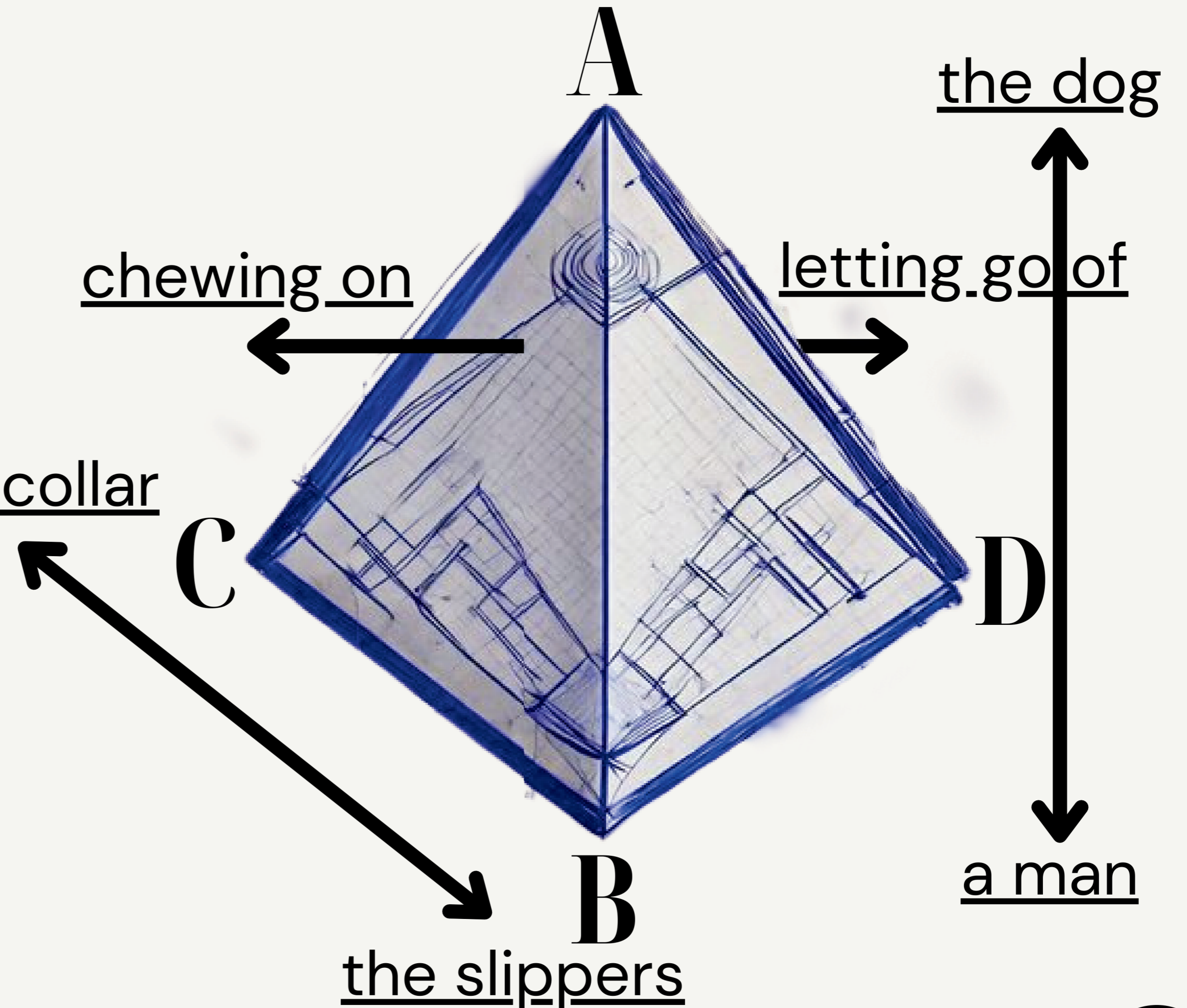
# MAIN CHARACTERS

**A:** the dog  
chewing on and letting go of  
the slippers and the collar

**D:** a man  
letting go of  
the slippers and collar the collar

**B:** a man  
chewing and letting go of  
the slippers

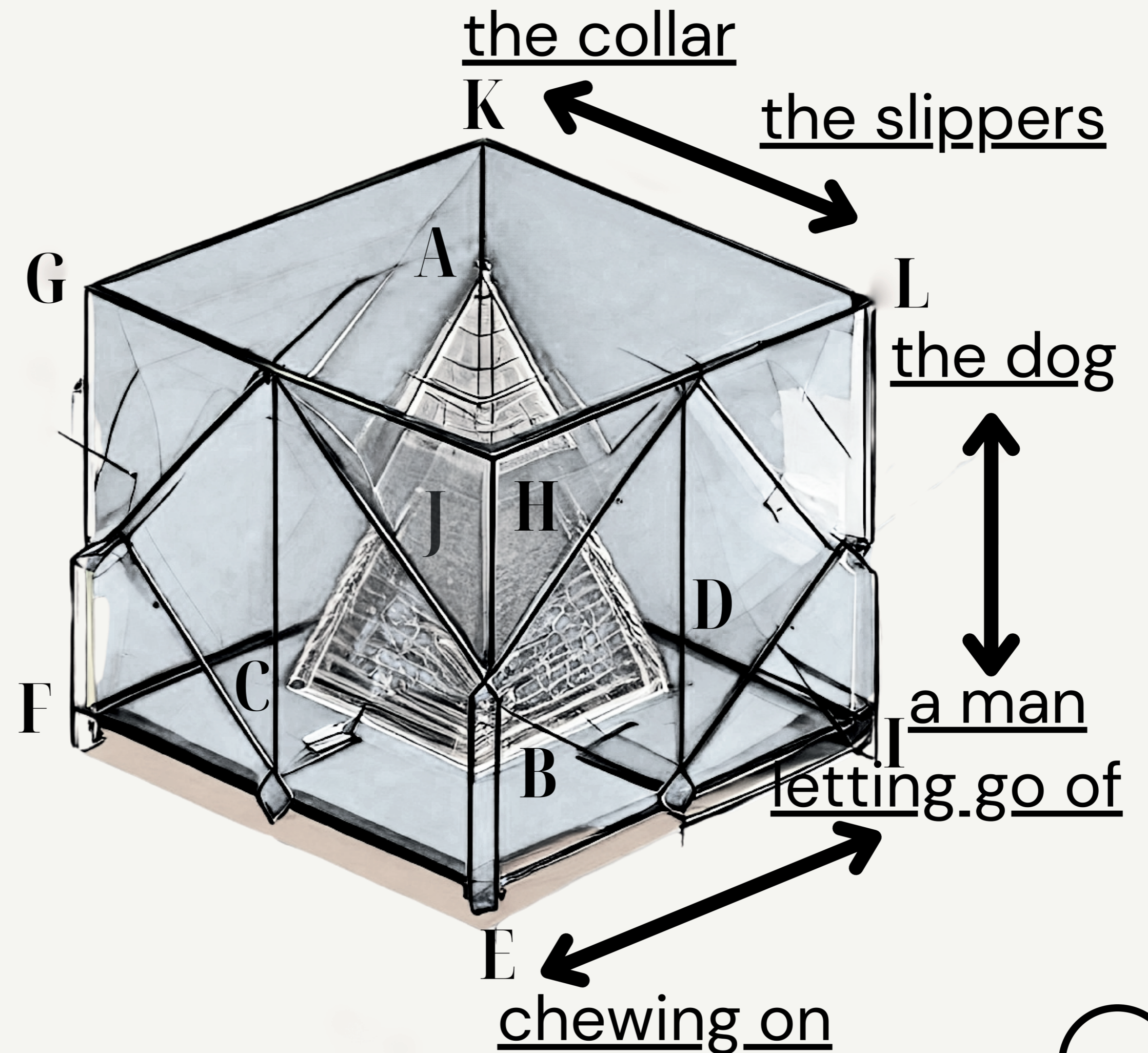
**C:** the man  
chewing and letting go of  
the collar



# SIDE CHARACTERS

- E: a man chewing on the slippers
- F: a man chewing on the collar
- G: the dog chewing on the collar
- H: the dog chewing on the slippers
- I: a man letting go of the slippers
- J: a man letting go of the collar
- K: the dog letting go of the collar
- L: the dog letting go of the slippers

All side characters are non-ironic





# EXPLORING A THEME

## Scene 1:

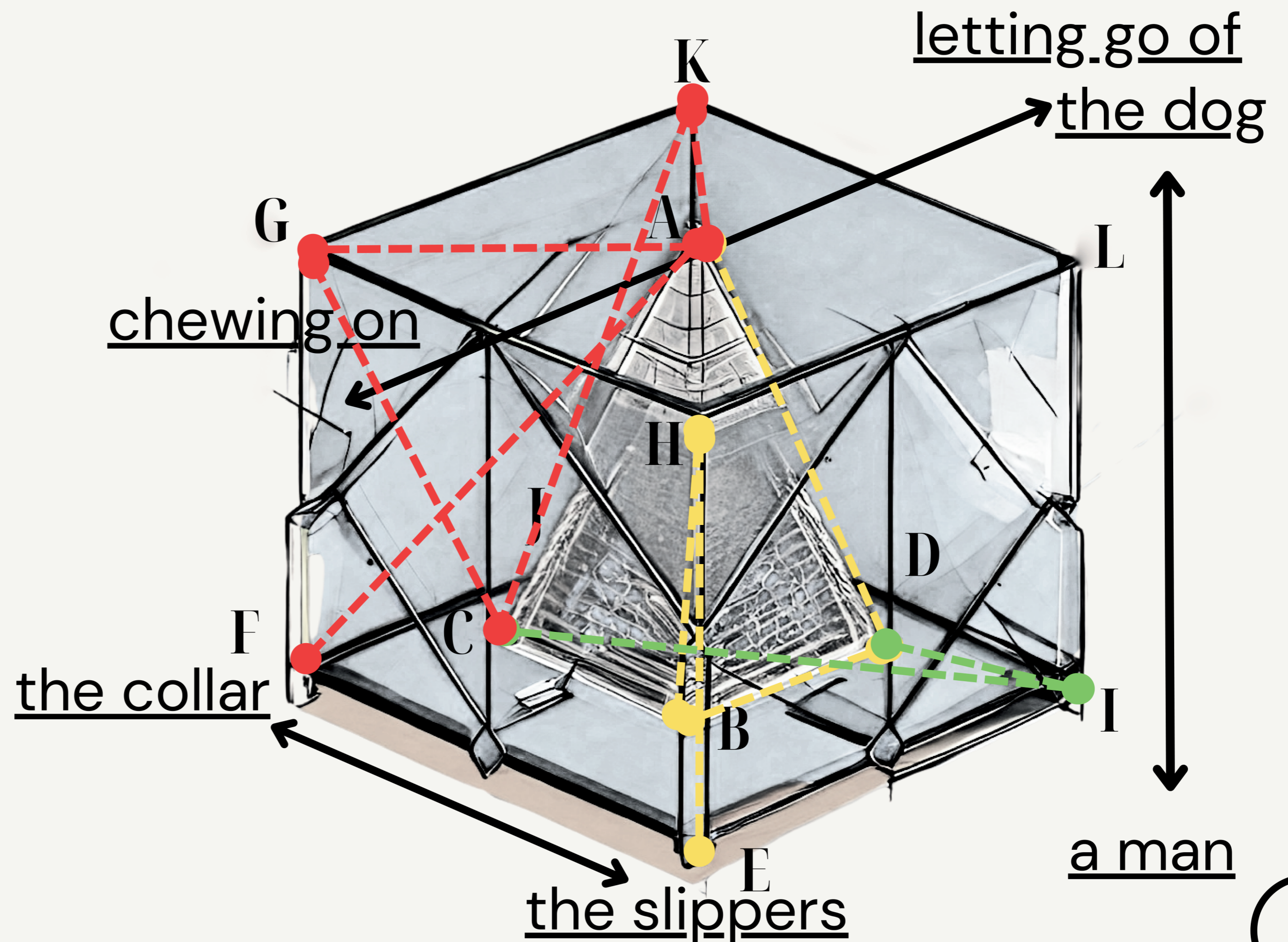
A / D  
B / H  
E / E  
H / B  
D / A

## Scene 2:

C / I  
D / D  
I / C

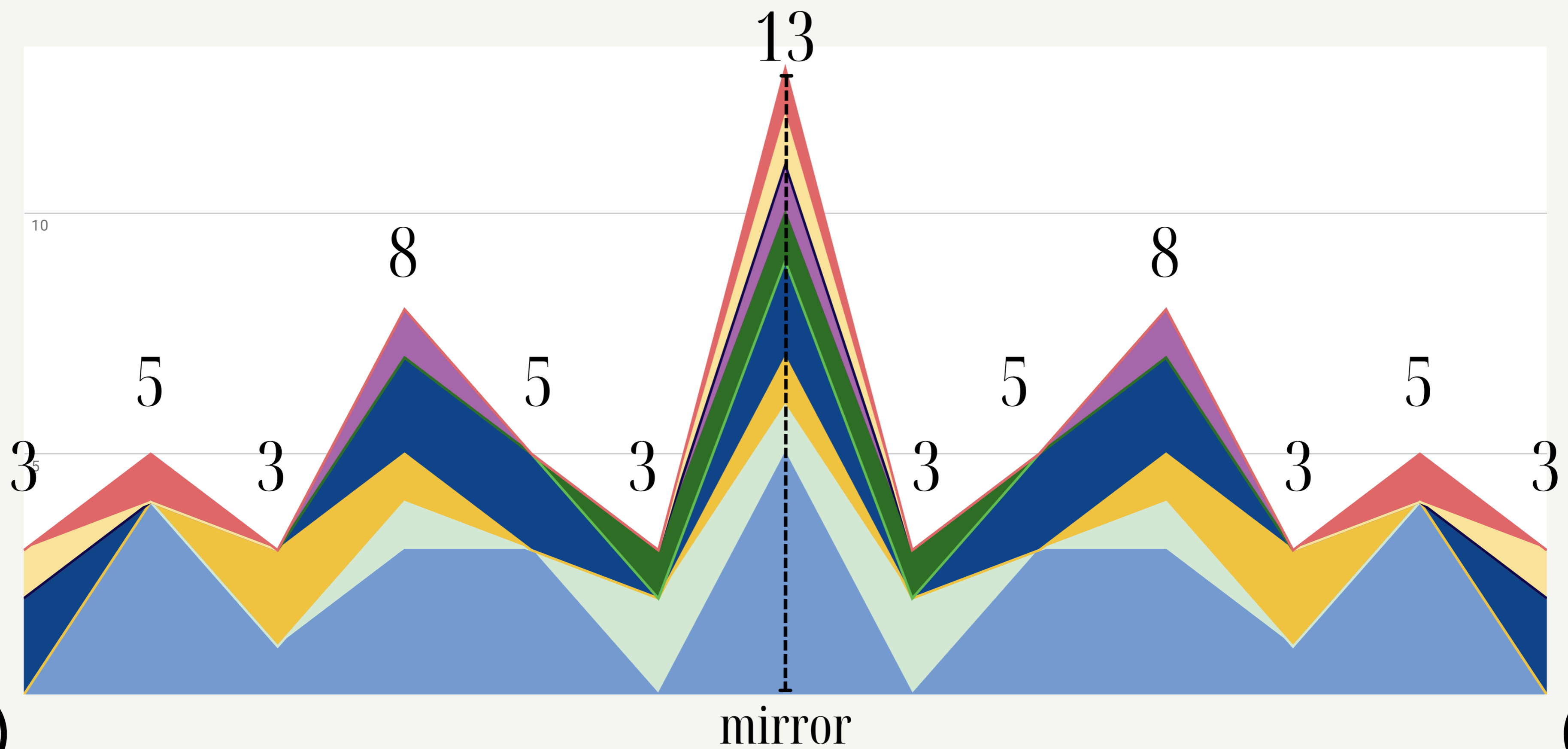
## Scene 3:

F / A  
A / G  
C / K  
A / A  
A / A  
K / C  
G / A  
A / F



# PACING

## LONG VS SHORT



# ENGINES

## THEY GO VROOM

### BOHC

Who  
Relationship  
Wants  
Expectations

### MAKE PEACE (X)

Speaking the truth  
Maintaining self control  
Being good  
Showing understanding  
Practicing patience  
Bringing joy  
Creating peace  
Being content  
Being kind  
Learning from the wise  
Regaining strength  
Persevering

### MAKE WAR (M)

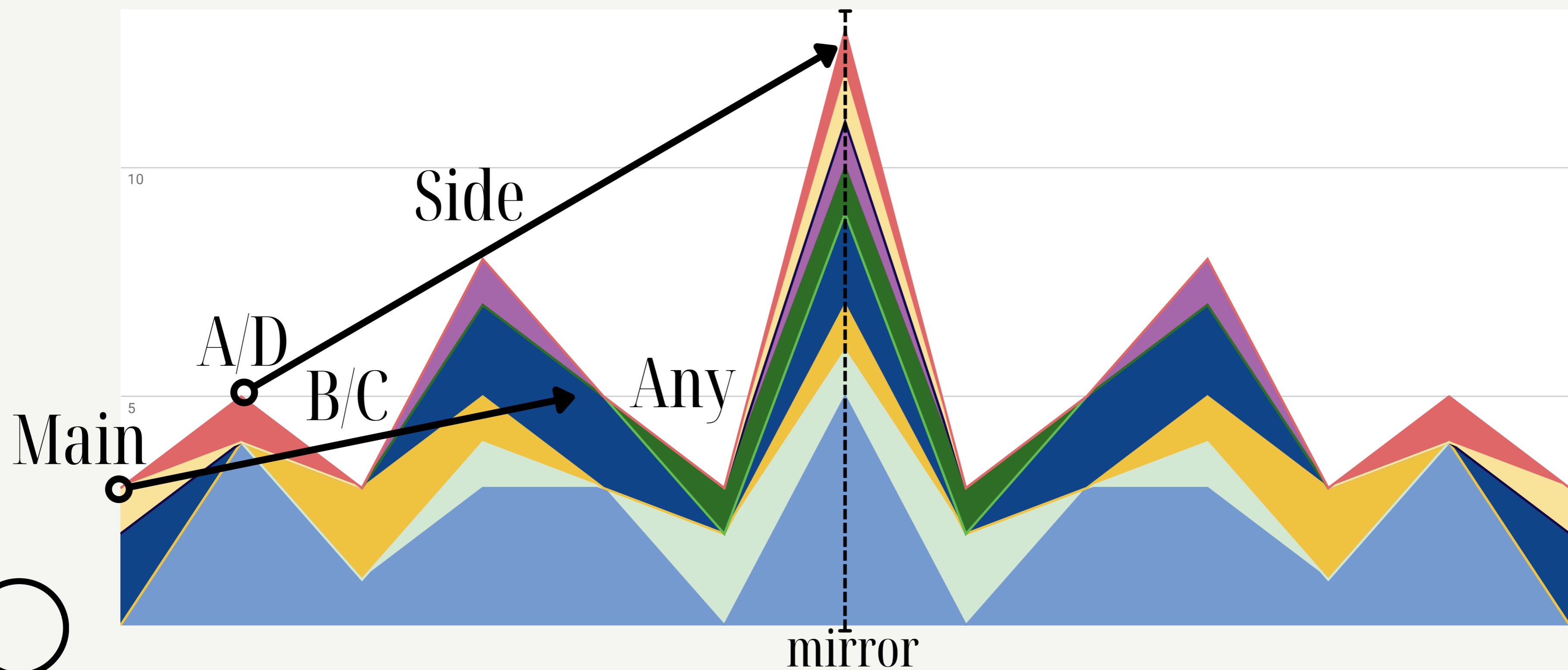
Telling lies  
Being controlled  
Being evil  
Not caring  
Being impatient  
Causing sorrow  
Causing conflict  
Coveting  
Being mean  
Believing your own lies  
Being worked into a frenzy  
Giving up





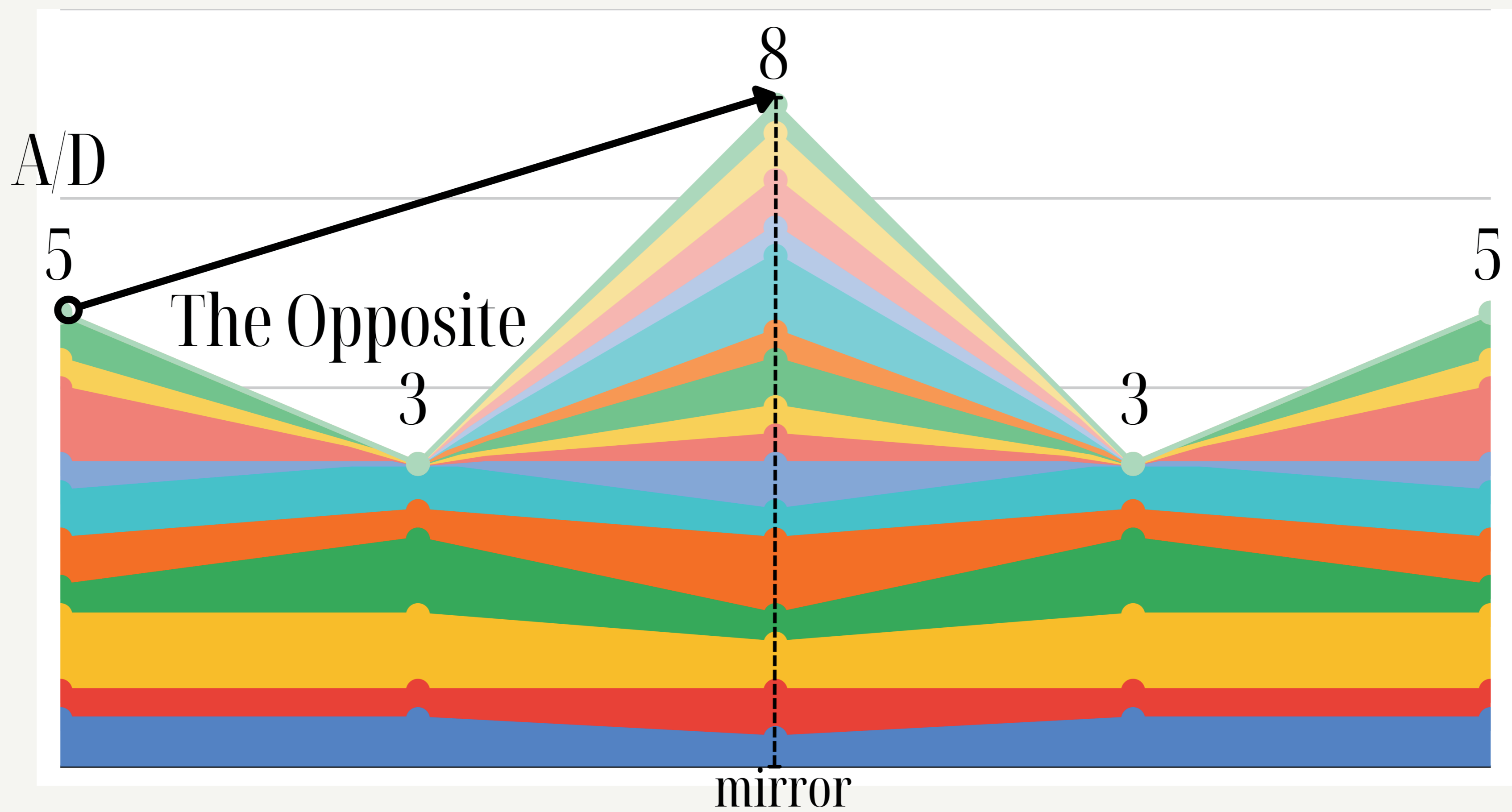
# CHARACTER VALUE 2:

GIVING EACH CHARACTER THEIR DUE



# GEORGE

## SHORT LONGFORM



# ENGINES 2:

## THE UNIVERSAL STORY

Nothing, the void  
Starry eyed wonder  
The many senses of self  
Meeting an untouchable companion  
Interacting with a benevolent ruler  
Interacting with a willful ruler  
The value of possessions  
The value of companionship  
The value of having a home  
What it means to have or be a guest  
Defining opposites  
Understanding luck's fickleness

Understanding justice  
Seeing the repercussions of your actions  
Understanding death  
Obtaining long-term goals  
Discovering your own hidden universe  
Lightning striking out of nowhere  
Helping or being helped in time of need  
The irony of being a young old person  
A blinding epiphany  
Facing the judgement of others  
Understanding what it means to sonder  
Understanding entropy

# GEORGE 2:

## A SENSE OF STYLE

### Scene 1: A1-x (+) - x [5].

A1-x (+) [5] • D1-x (+) [3]

B1-x (1 & 2)(+) [8] • H1-x (+) [3]

- E1-m (3)(+) [5] • E1-m (3)(-) [5] -

H1-x (-) [3] • B1-x (1 & 2)(-) (8)

D1-M (-) [3] • A1-M (-) [5]

### Scene 2: D1-x (+) - x [3].

C1-x (4) (-) [5] • i1-x (-) [3]

- D2-x (5) (-) [8] • D2-x (5) (+) [8] -

i1-m (+) [3] • C1-m (4) (+) [5]

### Scene 3: B1-x (1 & 2)(+) - m [8].

F1-M (+) [3] • A2-M (+) [5]

A3-m (1 & 2) (+) [5] • G1-m (+) [3]

C2-x (3)(+) [8] • K1-x (+) [3]

- A4-M (+) [5] • A1-M (4) (+) [5]

A1-x (4) (-) [5] • A4-x (-) [5] -

K1-m (-) [3] • C2-m (3) (-) [8]

G1-M (-) [3] • A3-M (1 & 2)(-) [5]

A2-x (-) [5] • F1-x (-) [3]

### Scene 4: D1-x (-) - x [3].

C1-x (4) (-) [5] • i1-x (-) [3]

- D1-x (5) (-) [8] • D1-x (5) (+) [8] -

i1-m (+) [3] • C1-m (4) (+) [5]

### Scene 5: A1-x (-) - M [5].

A1-M (+) [5] • D1-M (+) [3]

B1-m (1 & 2) (+) [8] • H1-m (+) [3]

- E1-x (3) (+) [5] • E1-x (3) (-) [5] -

H1-M (-) [3] • B1-M (1 & 2) (-) [8]

D1-x (-) [3] • A1-x (-) [5]