

BETTER SETTINGS CHECKLIST

35 Questions from MintMillerWrites.com to Build Your Settings



SCENE SETTINGS

1. What are the five adjectives that first come to mind?
2. What are the three biggest objects here?
3. What are the three smallest objects?
4. How well lit is it? Sunlight or artificial?
5. Are there wooden items or trees? What kind (mahogany, oak, etc.)?
6. Are there any animals here? If so, what kind?
7. If not, why are there no animals?
8. What textures are here? Wood, concrete, fabric, something else?
9. What is the most prominent color here?
10. What secondary colors are there?
11. Are there background characters or passers-by?
12. If so, what do they look, sound, and smell like?
14. Can you list all the furniture?
15. Can you list all the plants?
16. Does this place have a purpose or function? What is it?
17. How dangerous is this environment?
18. How is the weather?
19. If this place is in a historical period, how does it reflect that?
20. How do people react to seeing this setting?

WORLD SETTINGS

By world, I don't just mean a planet or fantasy dimension. I mean the larger place all your scene settings compose—for example, Victorian England, a run-down station in deep space, modern-day LA, a haunted swamp in a small town—any larger setting.

1. Is your setting based on a real-world place?
2. What time is your setting in?
3. What technology is generally available?
4. What architecture and design trends are in (art deco, rustic, minimalist)?
5. What are people like here?
6. What morality is acceptable?
7. How populous is it?
8. What is the climate like?
9. Is it more often day or night?
10. Is it more natural or man-made?
11. Why do people come here?
12. Are there any supernatural elements?
13. What colors are most recurring?
14. Do any environmental features act as story symbols?
15. How does this compare to other settings?