

What makes good fiction?

an analysis of the fantasy genre

Structure of the Presentation

1. Worldbuilding
2. The logic of “Magic” and future technology
3. The protagonist and development
4. The antagonist
5. Side characters
6. Introduction (of a character)
7. The Death of a character
8. Story and storytelling
9. Subversion of expectation and common tropes
10. Philosophy
11. The climax
12. The ending

Disclaimer:

I will only reference the genre of fantasy and some science fiction as its the only part of fiction that is truly unlimited in creative possibilities.

This makes it so that there are close to no pieces of fiction that aren't contained within the fantasy of sci-fi genre and ar contenders for being a masterpiece.

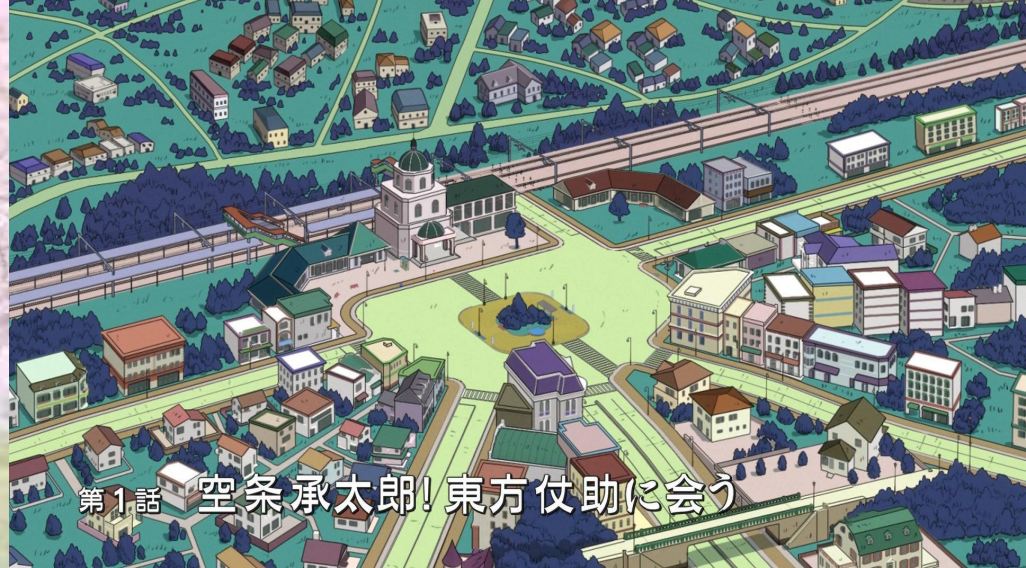
This doesn't mean they don't exist but they are few and far between.

World Building

Worldbuilding is the thing that makes a world as a whole feel lively.

This includes landscapes maps and even cultures and fictional languages.

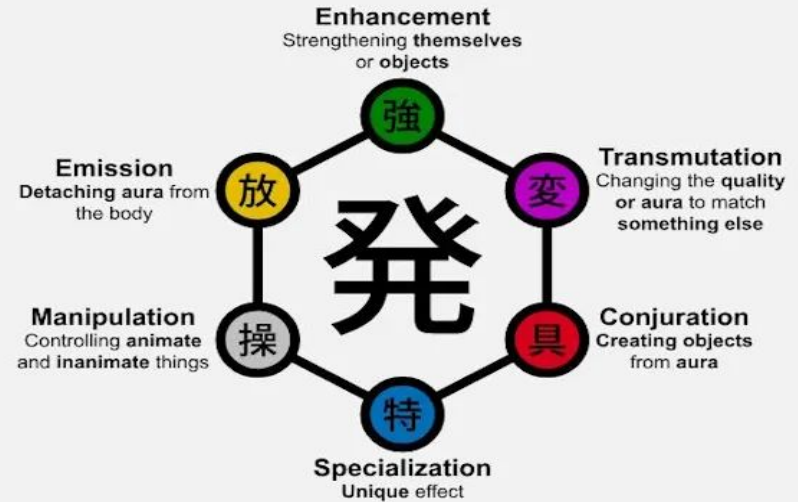
Technically this also includes magic and changes to physics and the Story in its entirety.



The logic behind magic and technology

Most fantasy world have some form of powersystem. In *Harry Potter* we have magic and in star wars we have the force. These are soft powersystems that don't have any defined limits or outline and usually just do whatever is needed at the time.

Especially in the east many stories are written around more defined magic system. These usually have very defined rules and/or personalised abilities.



SOLAR SYSTEM



The drill is my soul!



The Protagonist and development

The protagonist usually fulfills the role of the catalyst of a philosophy or a tool of relatability.

Sometimes they are made to motivate us. The main character also commonly gets the most notable development.

This could also be a descent into insanity but most of the time its a positive evolution

Mercury

Venus

Earth

Mars

Jupiter

Saturn

Uranus

Neptune

The antagonist and opposition

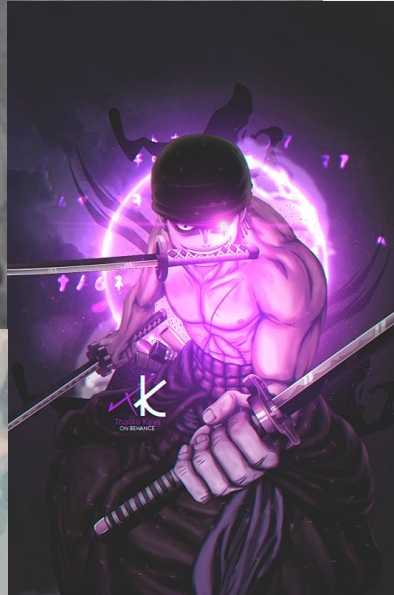
An antagonist acts as a wall for the protagonist which he has to overcome. This can be a mental or a physical wall.

Antagonist don't need to be conventionally evil. They can oppose the protagonist in any way and could even be in the right.

Sometimes they are just simply evil and have no good reason why they do what they do.



Side characters



Side characters are all characters outside the protagonists and primary antagonists that still interact and interfere with the plot.

These characters can be antagonistic, supporting character or of a neutral party.

Introduction (of a character)

A character's introduction usually tries to establish a character's goals and motivation. It can also be used to set up a mystery solved over the course of the story.

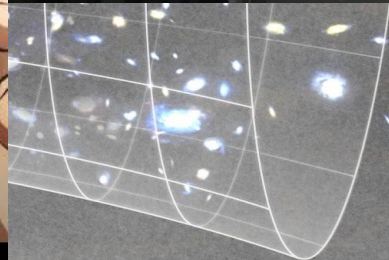
Sometimes a character is introduced in a manner which misleads the consumer to a completely different picture of a character than he actually is. This can be used to subvert the expectations of the consumer.

Dark A

375,000 yrs.

Dark Energy

Accelerated Expansion



1st Star
about 4

13.77 billion years

The death of a character

A good and unexpected death can turn a story around completely. When done correctly this can awaken any emotion in the viewer.

This hits especially hard if its a character that died without fulfilling their hopes and dreams which were build up from the start of a story.



The plot and storytelling

The plot describes the premise of the story. This includes the progression and evolution of characters and anything that's focused on its entirety.

This is also combined with the general beginning, goal and ending of the story.

Storytelling describes how the story is told. Good storytelling usually refrains from using infodumps or walls of text to tell a story and instead focuses making the consumer figure it out themselves through hints and natural dialogs.

(I don't really have picture for this one.)



Subversion of expectation and common tropes

PLOT TWIST

To prevent boredom and give the consumer something new to experience writers try to blow away expectations.

This can be applied on any other part of a story to create something new.

(still no pictures :()

Philosophy



Philosophy is what makes a truly great story into a masterpiece. Philosophy may be used as a basis for the entirety of a story or to increase contrast between protagonist and antagonist.

Sometimes an entire story may be written just to deliver a single line of dialogue.

(Once again, I have no pictures.)

“If you know the enemy and know yourself you need not fear the results of a hundred battles.”

– Sun Tzu

The climax

The climax should be the peak of the story. It's used to deliver the punchline of the story or to resolve the conflict between protagonist and antagonist etc.



The ending

2012

