

“ But what if we told the stories from the perspective of the relatives”



The audience point of view can be modified by plots that we show or not show. When we show the perspective of our character, they will assume all the coming scenarios are according to the decisions of our main character. These situations can always have a different perspective of view, even the environment can change according to the perspective of different characters. We need to maintain the perspective of our main character and settle without not misrepresenting from other support characters. Certain elements like realistic events, memorable experiences, and impressionist scenarios can help the re-creation of a scenario more credible.

One important thing as a designer is to produce a story where the user can use a product in different ways. Hopefully, in a way that the engineers or designers never see before. Leaving space for the imagination of the viewer is essential to provide a personal perspective for the user.

“ In one sentence, you already have some clear ideas about this person’s attitude toward life.”



The way to describe our character has to be in a way that we can see through one sentence the personality. We need not describe with too much detail because that can make our character very predictable and boring. One way to show the personality of a character is presenting an essence where he is taking risks, making decisions, or suffering. Any descriptive activity will be better than a detailed description of the character. We can show how a character interacts with pets, transportation, or anything else. We also need to leave space for the viewers interpretation.

“ Stuff that connects to and surrounds the central core of the story”



Context is everything around the story. Usually, we answer the question of what, when, and where to take the actions of the main character. We can emphasize the period of the events pointing out the year, time, or historical content. We can add some description of the place with just stating the location. We can also add some emotional context of sadness, happiness, etc of the character. Some sensory context the describes the kook, smell, sound, taste, or feel. These add sometimes can tell more than a descriptive narration of the place.

We do not need to be very descriptive. Instead, we need to keep the balance of our narrative so the image will linger in the viewers mind. So they can discover a personal meaning for themselves.