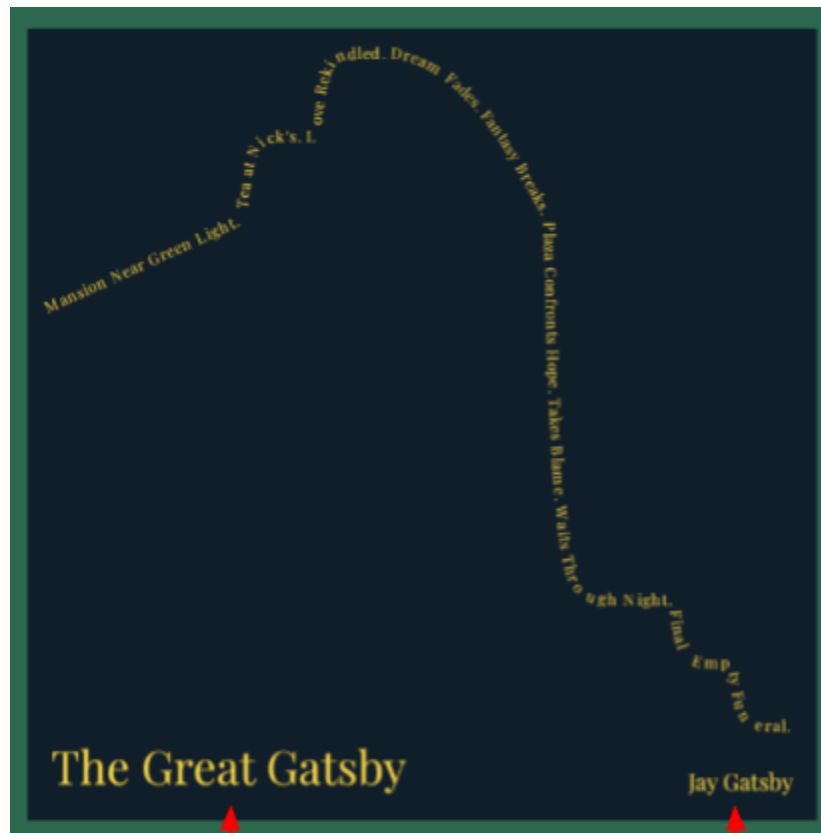


High Level Overview:

I'm starting a company called "The Shapes of Stories" which aims to create artwork that visualizes the ups and downs of stories of every shape and genre. The artwork is inspired by Kurt Vonnegut's theory on the shapes of stories which contends every story has a simple shape that can be plotted along the GI (Good and Ill Fortune) Axis (i.e. the y-axis) and the BE (Beginning and End) Axis (i.e. the x-axis). Whereas Vonnegut's theory emphasizes there are a small number of basic story shapes repeated over and over again across stories, my company instead focuses on and celebrates the uniqueness of every story shape and makes people think about their favorite stories in a new way.

Shapes of Story Artwork Design Layout:



The shape of the story captures the ups and down of the protagonist's narrative journey. The text selected to construct the shape corresponds to protagonist's experiences at that particular part of the story.

Colors and Font are selected to capture the the spirit of the story and the protagonist's journey.

There are 3 primary colors:

1. background
2. text
3. border

There is 1 font selected for all the text.

The title of the story is placed in the lower left corner

The story's protagonist is placed in the lower right hand corner

Design Construction:

Every shape of story design is created using a proprietary system.

The inputs to the system are:

1. the story title
2. the protagonist name
3. a comprehensive summary of the story
4. the design's colors, font, and size

At a high level the system:

1. analyzes the story to break the story into parts and rates the emotional state of the protagonist during each part (see below for LLM prompt template I use to analyze the story)
2. constructs the shape of the story and selects the most appropriate text for each story part (see below for LLM prompt template I use to generate text for each story part)
3. outputs the final design for the shape of the story as a png file

LLM Prompt Template for Analyzing Story (last updated 2/15/2025)

""You are a world-class literary scholar and expert in story analysis. Your task is to analyze a story through the emotional journey of {protagonist}. Please carefully read and analyze the following story summary:

<author_name>
{author_name}
</author_name>

<story_title>
{story_title}
</story_title>

<protagonist>
{protagonist}
</protagonist>

<story_summary>
{story_summary}
</story_summary>

Framework Overview:

1. Story Timeline: The narrative is viewed on a scale from 0 to 100, representing the percentage of progress through the story.
2. Story Components: The story is segmented into components defined by {protagonist}'s emotional journey.
3. Continuity: Each story component starts where the previous one ended, ensuring a seamless emotional journey.
4. Emotional Arcs: {protagonist}'s emotional journey throughout each story component can vary in a range from euphoric (+10) to depressed (-10), based on their direct experiences and reactions to events.

Emotional Arcs

Types of Emotional Arcs:

1. Increase: The protagonist's emotional state improves by the end of the arc.
2. Decrease: The protagonist's emotional state worsens by the end of the arc.
3. Flat: The protagonist's emotional state remains unchanged by the end of the arc.

Specific Emotional Arc Patterns:

1. Step-by-Step Increase/Decrease: Emotions change in distinct, noticeable stages
Example: A character moving from fear (-5) to uncertainty (-2) to hope (+2) to joy (+6)
2. Linear Increase/Decrease: Consistent, steady change in emotional state
Example: A character's growing dread as they approach danger, declining steadily from +3 to -4
3. Gradual-to-Rapid Increase/Decrease: Change starts slowly, then accelerates
Example: A slow build of suspicion that suddenly turns to shocking realization
4. Rapid-to-Gradual Increase/Decrease: Change starts quickly, then slows down
Example: An immediate burst of joy that settles into content satisfaction
5. Straight Increase/Decrease: Sudden, dramatic change in emotions
Example: An unexpected tragedy causing immediate shift from +5 to -8
6. S-Curve Increase/Decrease: Change follows an 'S' shape (slow-fast-slow)
Example: Gradually accepting good news, rapid excitement, then settling into happiness
7. Linear Flat: No change in emotions
Example: Maintaining determined focus throughout a challenging task

Analysis Guidelines

Analysis Steps:

1. Understand {protagonist}'s starting position in the story.
 - Identify their initial circumstances and relationships
 - Look for early indicators of their emotional state
 - Note their primary motivations and desires
2. Segment the story into components based on major changes in {protagonist}'s emotions.
 - The number of components should be determined by the natural transitions in their emotional state
 - Most stories will naturally fall into 4-8 components, though shorter or longer stories may fall outside this range
 - Each significant change in their emotional state should mark the start of a new component
 - As a general guideline, major emotional changes typically involve shifts of at least 3-4 points on the -10 to +10 scale
 - Components can vary in length based on the pace of emotional change
 - Avoid over-segmentation: only create new components for meaningful shifts in emotional state
3. Identify the emotional scores of each story component.
 - Scores must be whole numbers between -10 and +10 that reflect {protagonist}'s emotional state as evidenced in the story summary
 - Score changes must match the selected arc type
4. For each story component:
 - Identify the portion of the story summary that shows {protagonist}'s experience
 - Focus on events and details that reveal their emotional state
 - Note their actions, reactions, and key interactions
 - Use these details to write a description that centers on their journey
5. Identify the emotional arcs which connect story components.

After your analysis, provide the final output in the following JSON format:

```
[[{"title": "Story Title",
  "protagonist": "Protagonist",
  "story_components": [
    {
      "end_time": 0,
      "description": "#N/A",
      "end_emotional_score": initial_score,
      "arc": "#N/A"
    },
    {
      "end_time": percentage,
      "description": "Detailed description of events in this component",
      "end_emotional_score": score,
      "arc": "Arc Type"
    }
  ]
}]
```

Story Component Description Guidelines:

- Each description must be derived directly from the provided story summary
- Center the description on {protagonist}'s experience and perspective
- Describe events primarily in terms of their impact on {protagonist}
- Include their actions, reactions, and emotional responses
- Detail settings as they relate to their experience
- Include other characters mainly through their interaction with or impact on {protagonist}
- Quote or closely paraphrase passages that reveal their emotional state
- Include sensory details that contribute to understanding their experience

Initial Emotional Score Guidelines:

- Carefully examine how {protagonist} is first presented in the story
- Look for descriptive words indicating their initial emotional state
- Consider their starting circumstances and relationships

Important Notes:

- The first component always has an end_time of 0, no description, and no arc.
- Ensure that end_emotional_scores are consistent with the arc types (e.g., an "Increase" arc should have a higher end_emotional_score than the previous component).
- Emotional scores must be whole numbers between -10 and +10.
- Adjacent components should not have the same emotional score unless using Linear Flat arc.
- End times must be in ascending order and the final component must end at 100.
- Each arc type must match the emotional change described:
 - * Increase arcs must show higher end scores than start scores
 - * Decrease arcs must show lower end scores than start scores
 - * Flat arcs must maintain the same score
- Double-check your analysis for accuracy and internal consistency before providing the final

JSON output.

Please proceed with your analysis and provide the JSON output. ONLY respond with the JSON and nothing else.

EXAMPLE:

<example>

<author_name>

Charles Perrault

</author_name>

<story_title>

Cinderella at the Ball

</story_title>

<protagonist>

Cinderella

</protagonist>

<story_summary>

Heartbroken and exhausted, Cinderella toils endlessly in her own home after her father's death leaves her at the mercy of her cruel stepmother and spiteful stepsisters. Forced to cook, clean, and tend to every chore while enduring their constant insults, Cinderella clings to a quiet hope for a kinder future, though she often feels lonely and powerless. One day, an announcement arrives that the royal family is hosting a grand ball to find a bride for the Prince. Eager for a chance at happiness, Cinderella timidly asks if she may attend. Her stepmother and stepsisters mock her wish and forbid it, leaving her devastated. Even so, Cinderella manages to gather scraps of optimism, trying to sew a suitable dress from her late mother's belongings—only for her stepsisters to shred it in a fit of jealousy moments before the ball. Crushed by this cruel betrayal, she flees to the garden, overwhelmed by despair. It is there that her Fairy Godmother appears, transforming Cinderella's tattered clothes into a resplendent gown and conjuring a gleaming carriage from a humble pumpkin. As Cinderella's hopes rise, the Fairy Godmother warns her that the magic will end at midnight. At the grand royal ball, the Prince is immediately enchanted by her gentle grace and luminous presence. For the first time, Cinderella basks in admiration instead of scorn, feeling her spirits soar with each dance and conversation. However, as the clock strikes midnight, she is forced to flee the palace. In her panic to escape before the spell breaks, she loses one of her delicate glass slippers on the palace steps. Despite her sudden disappearance, the Prince is determined to find this mysterious young woman, traveling throughout the kingdom with the slipper in hand. When his search brings him to Cinderella's home, her stepsisters deride the idea that she could be the one who captured the Prince's heart. Yet, as soon as Cinderella tries on the slipper, it fits perfectly. Freed at last from servitude, she marries the Prince, and her enduring kindness and patience are joyously rewarded.

</story_summary>

<ideal_output>

{{{

"title": "Cinderella at the Ball",

"protagonist": "Cinderella",

"story_components": [

{{{

```

        "end_time": 0,
        "description": "#N/A",
        "end_emotional_score": -5,
        "arc": "#N/A"
    }},
    {{{
        "end_time": 30,
        "description": "Cinderella weeps alone in the garden, heartbroken after her stepfamily
        mocks her desires and denies her chance to attend the ball. Her despair turns to wonder
        when her Fairy Godmother appears, transforming her circumstances through magical gifts:
        her pumpkin becomes a splendid carriage, mice become horses, and she receives a
        resplendent gown with glass slippers. Despite her rising hopes, she must bear the weight of
        the midnight deadline.",
        "end_emotional_score": 2,
        "arc": "Step-by-Step Increase"
    }},
    {{{
        "end_time": 60,
        "description": "Cinderella experiences a profound transformation as she arrives at the
        grand ball. Her kindness and radiant beauty draw the Prince's attention, and she finds herself,
        for the first time, being treated with admiration and respect. As she dances with the Prince
        throughout the evening, each moment fills her with increasing joy and wonder, allowing her to
        momentarily forget her life of servitude.",
        "end_emotional_score": 8,
        "arc": "Gradual-to-Rapid Increase"
    }},
    {{{
        "end_time": 75,
        "description": "Cinderella's magical evening shatters as the clock strikes midnight.
        Panic overtakes her as she flees the palace, losing a glass slipper in her desperate rush to
        escape. Her brief taste of happiness ends abruptly as she races to prevent the revelation of
        her true identity, watching her transformed world revert to its ordinary state.",
        "end_emotional_score": -3,
        "arc": "Straight Decrease"
    }},
    {{{
        "end_time": 100,
        "description": "Cinderella's hopes revive when the Prince begins searching for her with
        the glass slipper. Her moment of triumph arrives when she steps forward in her home to try on
        the slipper, and it fits perfectly. Her patient endurance is finally rewarded as she marries the
        Prince, rising from her life of servitude to find happiness, maintaining her gracious nature by
        forgiving her stepfamily.",
        "end_emotional_score": 10,
        "arc": "Gradual-to-Rapid Increase"
    }}}
    ]
}
}
}
</ideal_output>
</example>

```

Note About Example Output:

The descriptions in the example output demonstrate the minimum expected level of detail for story components. Each description should:

- Center on the protagonist's experience and emotional journey
- Include concrete details that reveal the protagonist's state of mind
- Use language that reflects the protagonist's perspective
- Capture interactions primarily through their impact on the protagonist

""

LLM Prompt Template for creating text for each individual part of the story (last updated 2/15/2025)

"" ## INSTRUCTIONS

Your task is to identify and express the most significant moments from this segment of {author}'s "{title}". Create a series of precise phrases that capture {protagonist}'s key story beats, fitting exactly {desired_length} characters.

STORY SEGMENT DESCRIPTION:

{component_description}

REQUIREMENTS:

1. CONTENT:

- USE ONLY elements directly from the provided STORY SEGMENT DESCRIPTION
- FOCUS on the perspective of {protagonist}
- SELECT concrete actions, events, places, objects, people
- PRIORITIZE the most significant moments and actions pertaining to {protagonist}'s story
- NEVER mention {protagonist} by name

2. FORMAT:

- BE CONCISE, descriptors should consist of 1-4 word phrases
- A single phrase is perfectly acceptable
- If multiple phrases, each ends with ". " except the last phrase, which ends with just "." and no space
- CAPITALIZATION: Use Title Case (capitalize the first letter of every word, except minor words like "and," "of," "the," unless they are the first word of a phrase)

3. PHRASE CONSTRUCTION:

- CAPTURE the progression of events that drive the story forward
- Break compound actions into separate phrases
- AVOID redundant information across phrases
- Each phrase should capture a complete, meaningful story beat

4. PHRASE ORDERING:

- The order of the phrases MUST be in chronological order as events occur in STORY SEGMENT DESCRIPTION
- Each phrase should flow naturally into the next to tell a coherent story of {protagonist}

5. CONTINUITY:

- Each story segment descriptors joins with other story segments to tell the full {protagonist}'s story
- Descriptors should be distinct from previous story segment descriptors: {existing_arc_texts}

6. LENGTH: OUTPUT MUST BE EXACTLY {desired_length} CHARACTERS. NO MORE, NO LESS

- Count EVERY character including spaces and periods
- Count EVERY period and space between phrases
- Example: "Green Light." is 12 characters

7. VERIFICATION:

Step 1: Verify Narrative Quality

- Do phrases capture the most important story moments?
- Are events in correct chronological order?
- Does each phrase advance the story?

Step 2: Verify Technical Requirements

- Count all characters (including spaces and periods)
- Check format and capitalization
- Confirm no protagonist name used
- Verify source material accuracy

8. OUTPUT: Provide ONLY the descriptor text, exactly {desired_length} characters. No explanation.

EXAMPLES:

EXAMPLE 1

Length Requirements: 12 characters

Author: F. Scott Fitzgerald

Title: The Great Gatsby

Protagonist: Jay Gatsby

Story Segment Description: "Gatsby stands alone in his garden, reaching out towards the green light across the bay, embodying his yearning for Daisy. His elaborate mansion and lavish parties serve as carefully orchestrated attempts to attract her attention, revealing both his hope and desperation. When he finally arranges to meet Nick, his neighbor and Daisy's cousin, Gatsby's carefully constructed facade begins to show cracks of vulnerability as he seeks a way to reconnect with his lost love"

Potential Phrases (with character counts including ending punctuation) -- note phrases shown are non-exhaustive and are just meant to provide examples of potential phrases

- "Alone in Garden." (16 characters)
- "Green Light." (12 characters)
- "Yearning for Daisy." (20 characters)
- "Lost Love." (10 characters)

Selected Output (12 characters): "Green Light."

EXAMPLE 2

Length Requirements: 37 characters

Author: Ernest Hemingway

Title: The Old Man and the Sea

Protagonist: Santiago

Story Segment Description: "Despite 84 days without a catch and being considered unlucky, Santiago maintains his dignity and optimism. His friendship with Manolin provides comfort and support, though the boy has been forced to work on another boat. His determination remains strong as he prepares for a new day of fishing, finding peace in his dreams of Africa and its lions."

Potential Phrases -- note phrases shown are non-exhaustive:

- "84 Days No Fish." (16 characters)
- "Unlucky." (8 characters)
- "Optimist." (9 characters)
- "Manolin Friendship." (19 characters)
- "Preps for Fishing." (18 characters)
- "Dreams of Africa." (16 characters)

Selected Output (37 characters): "84 Days. No Fish. Manolin Friendship."

EXAMPLE 3

Length Requirements: 79 characters

Author: William Shakespeare

Title: Romeo and Juliet

Protagonist: Juliet

Story Segment Description: "Juliet awakens to find Romeo dead beside her, having poisoned himself in the belief she was dead. In her final moments, she experiences complete despair, attempting to die by kissing his poisoned lips before ultimately using his dagger to join him in death, unable to conceive of life without him."

Potential Phrases -- note phrases shown are non-exhaustive:

- "Awakens." (8 characters)
- "Romeo Dead." (11 characters)
- "Despair." (8 characters)
- "Kisses Poisoned Lips." (21 characters)
- "Suicide by Dagger." (18 characters)
- "Reunited with Love." (19 characters)

Selected Output (79 characters): "Awakens. Romeo Dead. Complete Despair. Kisses Poisoned Lips. Suicide by Dagger."

Notes for All Examples:

- Each phrase except the last ends with ". " (period + space = 2 chars). The last phrase ends with "." (period only = 1 char)
- Phrases appear in chronological order as events occur in Story Segment Description

- Character counts include the space after the period in ALL phrases

Respond with ONLY the descriptor text, exactly {desired_length} characters. No explanation.
""""

Design Review Process

Whenever I create a new story shape design, I will review it to ensure it is both accurate and compelling for prospective buyers. The review process consists of analyzing the uploaded image file and following the instructions below:

1. Section-by-Section Analysis

1. Identify Each Section (or Arc) in the Story
 - Segment the story shape based on the protagonist's emotional milestones.
 - Confirm that each section/arc starts and ends at logical emotional "turning points."
2. Check Emotional Accuracy for Each Section
 - Compare the shape's rising or falling line with the protagonist's stated emotional state in that section of the text.
 - Validate that the slope or curve corresponds to the intensity of the emotional change described.
3. Review Text Annotations for Each Section
 - Ensure each text snippet accurately and concisely captures the key event(s) and emotional tone for that part of the journey.
 - Check for correct spelling, grammar, and clarity; confirm that no crucial event is misrepresented or skipped.
 - Verify chronological order of events is correct (e.g., no references to future plot points).
4. Assess Readability Within Each Section
 - Look at how the text is placed along the shape—especially on curves or at angles—and confirm the text is still legible.
 - Ensure uniform style and formatting (capitalization, punctuation, etc.) so each section is cohesive.
5. Flag Any Inconsistencies or Issues
 - Note any place where the shape, text, or emotional flow doesn't align with the story's actual events or tone.
 - Record these section-specific findings to be addressed before moving on to the next phase.

2. Entire-Story (Holistic) Analysis

1. Validate the Overall Narrative Shape

- Step back and look at the entire arc from start to finish.
- Confirm the big-picture emotional journey (the “shape”) matches the story’s fundamental highs and lows.
- 2. Ensure Smooth Transitions Across Sections
 - Check that each section’s endpoint logically flows into the next.
 - Confirm there are no abrupt, unexplained drops or leaps in emotion when moving from one section to another.
- 3. Confirm Consistency of Text and Tone
 - Make sure the combined text annotations read as a coherent, chronological summary of the protagonist’s journey.
 - Verify you have used consistent language style, punctuation, and formatting throughout.
- 4. Check for Overall Readability and Presentation
 - Look at the design’s balance: are text sections spaced well, is there an overall aesthetic coherence (color, font, spacing) that reflects the story’s mood?
 - Ensure there are no overlapping or hard-to-read text segments that impede the viewer’s ability to trace the entire story arc.
- 5. Final Approval or Issues Log
 - If everything is consistent and accurate, mark the design as approved.
 - If any issues remain—whether it’s an emotional mismatch or minor spelling glitch—compile them in a clear list so they can be resolved before final output.

Product Roadmap

The intention of the company is to create shapes of stories artwork for every possible story type (e.g. literature, films, musicals, sporting events, biographies, etc...) and in different formats (e.g. canvases, posters, t-shirts, coffee table books, etc..).

1. Single Story Posters
2. Multi Story Posters