

WEDNESDAY CRITIQUE—WEEK THREE

re: Character Sketch stemming from chosen question/event

It's the characters who direct me. That is, I see a character, he's there, and I recognize someone I knew, or occasionally two who are a bit mixed together, but then that stops. Afterwards, the character acts on his own account. He says things . . . I never know what any of them are going to say when I'm writing dialogue . . . I'm very visual when I write. I see it all, I see everything.

—Julio Cortazar

As you did last week, write an **author's note** on one of your manuscripts.

Then answer these **questions** about the work you've done:

1. Where did your character come from (I mean, what part of *your memory/imagination*)?
2. What role might your character play in *dealing with your chosen event/question*?
3. What will *interest* your reader about your character? What will make them *understand* him/her?
4. How have you worked to develop a *complex, perhaps realistic* character?
5. How important might *character development* be to your chosen event/question? Why, why not?
6. In the *movie* version, who would play your character?

—If you haven't already, this week have someone *else* read your manuscript out loud to the group.

—In your discussions, remember that these pieces are just that: "pieces," fragments, notions that wouldn't necessarily fit anywhere into an actual story. What's at stake is the overall quality of the character and the way that character can be developed and represented.

—Take the opportunity to think outside of the piece. Readers should strive to generate lots of questions for the author about his/her character -- questions to which there needn't be an answer yet; they may also speculate, let the author in on how they are imagining the character and what they think he/she is capable of.

—As a group, make a catalogue of "Techniques for Character Development." *Each group member* should record the list on the back of this sheet. Try to come up with both specific and general techniques. Use examples from your group's work.

TECHNIQUES for CHARACTER DEVELOPMENT