

Fiction

Fiction writing any kind of writing that is not factual. Fictional writing most often takes the form of a story meant to convey an author's point of view or simply to entertain. The result of this may be a short story, novel, novella, screenplay, or drama, which are all types (though not the only types) of fictional writing styles.

Elements Of Fiction

The **elements of fiction** are: **character**, **plot**, **setting**, **theme**, and **style**. Of these five elements, character is the *who*, plot is the *what*, setting is the *where* and *when*, and style is the *how* of a story.

A **character** is any person, persona, identity, or entity whose existence originates from a fictional work or performance.

A **plot**, or storyline, is the rendering and ordering of the events and actions of a story, particularly towards the achievement of some particular artistic or emotional effect. On a micro level, plot consists of action and reaction, also referred to as stimulus and response. On a macro level, plot has a beginning, a middle, and an ending. Plot is often depicted as an arc with a zig-zag line to represent the rise and fall of action.

Plot also has a mid-level structure: scene and sequel. A scene is a unit of drama—where the action occurs. Then, after a transition of some sort, comes the sequel—an emotional reaction and regrouping, an aftermath.

Setting is the time and location in which a story takes place. The setting is often a real place, but may be a fictitious city or country within our own world; a different planet; or an alternate universe, which may or may not have similarities with our own universe. Sometimes setting is referred to as **milieu**, to include a context (such as society) beyond the immediate surroundings of the story.

Theme is the broad idea, message, or lesson of a story. Theme is a conceptual distillation of the story; what the story is about.

Style includes the multitude of choices fiction writers make, consciously or subconsciously, as they create a story. They encompass the big-picture, strategic choices such as **point of view** and **narrator**, but they also include the nitty-gritty, tactical choices of grammar, punctuation, word usage, sentence and paragraph length and structure, **tone**, the use of **imagery**, titles, and on and on. In the process of writing a story, these choices meld to become the writer's **voice**, his or her own unique style.

1. The **narrator** is the teller of the story, the orator, doing the mouthwork, or its in-print equivalent.
2. **Point of view** is from whose consciousness the reader hears, sees, and feels the story.
3. **Tone** is the mood that the author establishes within the story.

Monologue

Interior monologue is a tool through which a writer can exhibit the thoughts of the characters to the readers. Shakespeare used interior monologue in the form of a soliloquy (where a character speaks to himself, thus revealing his thoughts). Even now, many writers use interior monologue to show the mental state of a character, his doubts, fear, plans, secrets or anything that he may be feeling or thinking about.

Direct interior monologue - As its name suggests, direct interior monologue is directly spoken by a character without any authorial intervention. It is a part of the dialogue and is within inverted commas. A character can reveal his thoughts to the reader by directly reacting to a situation. It affords the writer greater freedom.

"I hate going to Myna's Palace," he thought, dragging his legs forward.

This dialogue demonstrates the contradiction between how a character acts and what is going on in his mind. He doesn't want to go, but he still is going.

In direct interior monologue, there is no chance of intervention by the author. It is the character who is in focus, not the author. An advantage of direct interior monologue is that through it, a writer can show instant happenings as well as reminiscences. A character may pass on judgments about other characters, he may comment upon the situation, scenery, characteristics and so on.