THE 22 RULES OF

STORYTELLING

AS PER PIXAR

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YOU ADMIRE

A CHARACTER FOR

TRYING

MORE THAN

FOR THEIR

SUCCESSES.

#1.

YOU GOTTA KEEP IN MIND

WHAT'S INTERESTING TO YOU

AS AN AUDIENCE,

NOT WHAT'S FUN

TO DO AS A WRITER.

THEY CAN BE V. DIFFERENT.

#2.

TRYING FOR THEME

IS IMPORTANT,

BUT YOU WON'T SEE WHAT THE

STORY IS ACTUALLY ABOUT

TILL YOU'RE AT THE END OF IT.

NOW REWRITE.

#3.

ONCE UPON A TIME THERE WAS

EVERY DAY

ONE DAY

BECAUSE OF THAT,

BECAUSE OF THAT,

UNTIL FINALLY

#4.

SIMPLIFY. FOCUS.

COMBINE CHARACTERS.

HOP OVER DETOURS.

YOU'LL FEEL LIKE YOU'RE

LOSING VALUABLE STUFF

BUT IT SETS YOU FREE.

#5.

WHAT IS YOUR CHARACTER

GOOD AT, COMFORTABLE WITH?

THROW THE POLAR OPPOSITE

AT THEM.

CHALLENGE THEM.

HOW DO THEY DEAL?

#6.

COME UP WITH YOUR ENDING

BEFORE YOU FIGURE OUT YOUR

MIDDLE.

SERIOUSLY.

ENDINGS ARE HARD,

GET YOURS WORKING UP FRONT.

#7.

FINISH YOUR STORY,

LET GO

EVEN IF IT'S NOT PERFECT.

IN AN IDEAL WORLD YOU HAVE

BOTH, BUT MOVE ON.

DO BETTER NEXT TIME.

#8.

WHEN YOU'RE STUCK,

MAKE A LIST OF WHAT

WOULDN'T HAPPEN NEXT.

LOTS OF TIMES

THE MATERIAL TO GET YOU

UNSTUCK WILL SHOW UP.

#9.

PULL APART THE STORIES YOU LIKE.

WHAT YOU LIKE IN THEM

IS A PART OF YOU;

YOU'VE GOT TO

RECOGNIZE IT

BEFORE YOU CAN USE IT.



PUTTING IT ON PAPER

LETS YOU

START FIXING IT.

IF IT STAYS IN YOUR HEAD,

A PERFECT IDEA, YOU'LL

NEVER SHARE IT WITH ANYONE.



DISCOUNT THE 1ST THING THAT

COMES TO MIND.

AND THE 2ND, 3RD, 4TH, 5TH

- GET THE OBVIOUS

OUT OF THE WAY.

SURPRISE YOURSELF.

#12.

GIVE YOUR CHARACTERS

OPINIONS.

PASSIVE/MALLEABLE MIGHT

SEEM LIKABLE TO YOU

AS YOU WRITE, BUT IT'S

POISON TO THE AUDIENCE.

#13.



MUST YOU TELL THIS STORY?

WHAT'S THE BELIEF

BURNING WITHIN YOU THAT

YOUR STORY FEEDS OFF OF?

THAT'S THE HEART OF IT.

#14.

IF YOU WERE

YOUR CHARACTER,

IN THIS SITUATION,

HOW WOULD YOU FEEL?

HONESTY LENDS CREDIBILITY

TO UNBELIEVABLE SITUATIONS.



WHAT ARE THE STAKES?

GIVE US REASON TO ROOT

FOR THE CHARACTER.

WHAT HAPPENS

IF THEY DON'T SUCCEED?

STACK THE ODDS AGAINST.

#16.

NO WORK IS

EVER WASTED.

IF IT'S NOT WORKING,

LET GO AND MOVE ON

- IT'LL COME BACK AROUND

TO BE USEFUL LATER.

#17.

YOU HAVE TO

KNOW YOURSELF:

THE DIFFERENCE BETWEEN

DOING YOUR BEST & FUSSING.

STORY IS TESTING,

NOT REFINING.

#18.

COINCIDENCES TO GET

CHARACTERS INTO TROUBLE

ARE GREAT;

COINCIDENCES TO GET

THEM OUT OF IT

ARE CHEATING.

#19.

EXERCISE:

TAKE THE BUILDING BLOCKS

OF A MOVIE YOU DISLIKE.

HOW D'YOU

REARRANGE THEM

INTO WHAT YOU DO LIKE?

#20.

YOU GOTTA IDENTIFY

WITH YOUR

SITUATION/CHARACTERS,

CAN'T JUST WRITE 'COOL'.

WHAT WOULD MAKE YOU

ACT THAT WAY?

#21.

WHAT'S THE ESSENCE

OF YOUR STORY?

MOST ECONOMICAL

TELLING OF IT?

IF YOU KNOW THAT, YOU CAN

BUILD OUT FROM THERE.

#22.

LIKE & SHARE

TO SHOW SOME

CARE.O

THANK YOU.