

## ADA 10Y: Day in the Life Character Creation

Who -> Who is your character? (background)

What -> What happens? What has happened? (conflict)

Where -> Where does this take place? (location)

Why -> Why is your character in this situation?

When -> When does this take place? (day, time, historical period)

Additional key considerations:

What is your character's motivation? -> What do they want in this scene?

By What Means -> What is your character willing to do? How will they get what they want?

### SOUND:

- Ambient sound? Sets the feeling or helps establish the location
  - Use AUDACITY (free editing software)
    - Layers tracks
    - Adds layers-> Makes you a mixmaster DJ (think moving from rain to thunder storm)

### COSTUME

- Add 1-2 simple but intentional costume pieces and props to help establish character