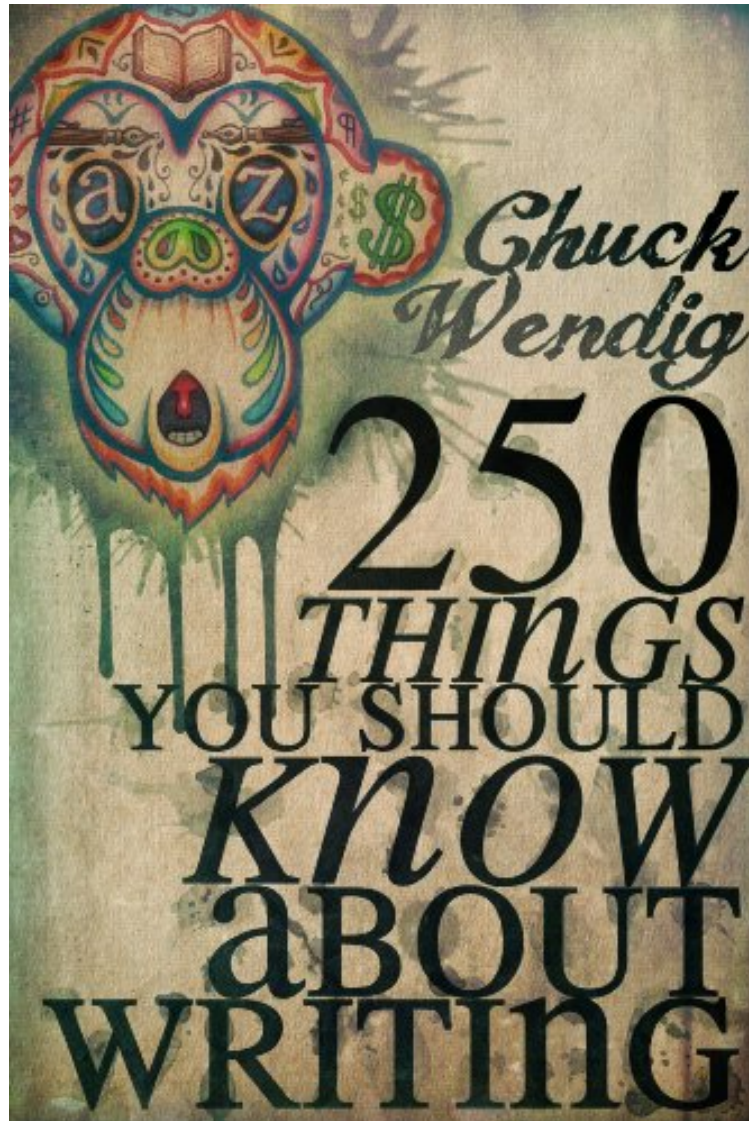


[Ebook pdf] 250 Things You Should Know About Writing (English Edition)

250 Things You Should Know About Writing (English Edition)

Von Chuck Wendig

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Von Chuck Wendig : 250 Things You Should Know About Writing (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised 250 Things You Should Know About Writing (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. A bit of motivationVon JojoIf you've read 10+ writing manuals, you know all this stuff already but this is incredibly helpful at reminding you in an entertaining (slightly potty mouthed) manner. Five minutes in and I read a piece of advice that

helped me get over a hurdle in my story. It reads like a very honest writer friend giving your stuff the once over.

Kurzbeschreibung Chuck Wendig hammers out writing and career advice that's always brave, profane, creative, clever, and honest. And don't forget hilarious. You'll never laugh so hard learning so much." Matt Forbeck, game designer and author of AMORTALS and VEGAS KNIGHTS (Angry Robot). You walk into this book a quivering neophyte crusted with writer fantasies and walk away a seasoned word warrior ready to do battle in the arena we call publishing. Kristen Lamb, author of ARE YOU THERE BLOG? ITS ME, WRITER* * *250 THINGS YOU SHOULD KNOW ABOUT WRITING is a booze-soaked, profanity-brined, Zen-lacquered look at the craft and art of writing, one list of 25 Things at a time. Featured within this book are the essays 25 Things You Should Know About Being A Writer, Writing A Novel, Writing A Screenplay, Writing A F**king Sentence, Storytelling, Character, Plot, Dialogue, Description, Editing/Revising, and finally, Getting Published. (And yes, that's actually 11 lists, which means the book actually has *275* things you should know about writing, but let's be honest, 250 sounds much cooler. Let's just go ahead and call that, 25 bonus tips, shall we? Boom. Value added.) The book features sections such as: The Transubstantiation of Trope, Why Bad Decisions Are A Good Decision, Nobody Sees Themselves As A Supporting Character, "I Want To Buy The Semi-Colon A Private Sex Island," and Plot Is Promise. Contained within are things you should know about plot holes, self-publishing versus legacy publishing, "on-the-nose" dialogue, story versus plot, metaphors, copy-editing, killing darlings with a claw hammer, cursing like an undead pirate, and generally being a cranky and irreverent creative type.* * *

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