***Genre conventions***

***D.I.S.T.I.N.C.T***

***DON’T***

***IGNORE***

***SETTING:***a location or surrounding of a scene

***TECHNICAL:*** focusing on a subject, craft, or technique

***ICONOGRAPHY:*** visual images and symbols used in work of art, the study or interpretation of these

***NARRATIVE:*** an array of events that link up to form a complete story

***CHARACTER:*** mental and moral quality’s unique to an individual

***THEMES*** ***the*** subject of a talk, piece of writing, exhibition, etc.; a topic.

**FANTASY:** there is a few ways to depict fantasy such as low fantasy which mixes fantasy themes and elements such as mythical creatures and magic within the modern world. Their can also be depictions with different universe. With made up laws and physics in a world where magic and mythical beast such as dragon, centaur and etc which could be normal within the world created.

***SETTING:*** a setting is the location in which a scene would take place. The setting of a scene can set or change the tone of the film. Sometimes the setting can be integral to the plot of the story. In a magical fantasy world u can explore setting such as unique worlds that may interact with the magic system or parallel worlds in alternate universes.

***ICONOGRAPHY:*** some of the iconographies of fantasy are magic wands or mythical beast etc. symbolism could be used to give foreshadowing to future events of the story. Symbolism could also be used on character designs to hint at their personality or morality

***CHARACTER:*** a fantasy character can be written within an ordinary world but has aspects of magic or mythical creatures within it that the character can sometimes be unaware of. Or written in a world full of magic but they still have normal characteristics such as goals and motivations that fit the world their made in. characters push the story forward through the actions, they take it.

***NARRATIVE:*** the narrative in fantasy is sometimes inspired by mythology and in stories are often depicted as a hero needing to defeat the villain to rescue a group of people. It can sometimes be linear told by a third person narrator.

***Themes:***

* Good vs evil
* Man vs himself
* The chosen one
* The outcast