

A STORY GRID METAPHYSICS

THE GRADIENT OF REALITY GENRES

ABSURDISM

A condensed and highly charged simulation of chaotic reality with a controlling idea based on the fundamental belief in the truth that life is meaningless.

CONSENSUS REALITY

A condensed and highly charged simulation of reality as a soup made up of cause/effect Order (Complicated and Clear),

MANY WORLDS THEORY

A condensed and highly charged simulation of reality as a subjectively clear and tightly meaningful data point on

ABSURDISM

FACTUALISM

REALISM

FANTASY

SCIENCE FICTION

CHAOS

Random Uncertainty

COMPLICATED ORDER NESTED INSIDE COMPLEXITY

Under specific constraints, patterned phenomena emerge out of chaos. Those patterns can be complicated or complex...a water

CLEAR ORDER

Directed Certainty

NOTES:

A condensed and highly charged simulation is "more real than real," in that it can elicit subjective, and in the case of masterworks, close to objective catharsis.

THESIS: Many Worlds' Theory is a mathematical and scientific hypothesis that explains our capacity to create Stories and thus meaning.

ANTITHESIS: Absurdism puts forward that our reality is meaningless and that there is no objective truth.

SYNTHESIS: Consensus Reality is our pragmatic approach to our condition. We'll operate under the assumption that

FACTUALISM

Set in a consensus reality past (an historically identifiable period) these stories put forward a complicated cause/effect possible explanation for our present reality. Narrative Nonfiction is tightly coupled to Factualism so much so that it's often difficult to categorize these works (Truman Capote's *In Cold Blood* for example)

REALISM

Set in a consensus reality past or future, Realism does not rely upon historical figures. But the sensibility is such that we believe the cause/effect complications could happen or could have happened.

FANTASY

Generally set in an imaginary and magical past concerning individual development as the force to save the world from tyranny, it is tightly coupled to Jung's notion of the mono-myth that Campbell expanded into "The Hero's Journey."

SCIENCE FICTION

Generally set in an imaginary and empirically possible and/or science derived future it too can concern individual development as the force to save the world from tyranny, it can be tightly coupled to Jung's notion of the mono-myth that Campbell expanded into "The Hero's Journey." Or the trajectory can be abstracted embedded.