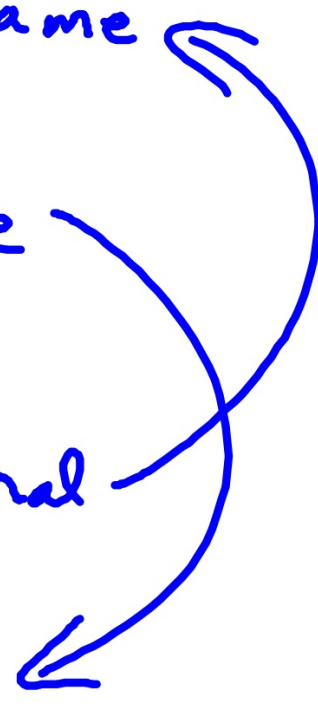


Characters

direct characterization: tell

* indirect " show
char's actions thoughts
others' words infer

Static - stay same
dynamic - change
flat - monodimensional
round - multiple dim.



old man

lots animals → worried

* tired walk 12km

San Carlos → town attacked
Repub. / fascist

dusty clothes

Animals

Q.m. motiv. \rightarrow animals
self

Animals motiv. \rightarrow sit
contemplate
survival

Characters

direct characterization: tell
He is tall. She is 6'7"

* indirect " "

infer

character actions
thoughts

others' words

:/ Show

duck door

round - multi
flat - monodimensional
Static - no change
dynamic - change

Old Man

- quilt
- animals in San
- old 76 something
- sitting ↓ war
- tired Fascists/Com.
- walk 12 km

run → war

sit → give up

hesitate animals river ←
tired

emotions → leave animals
↳ family *