

[Beschreibung der Vorlage]

Highlighting:

- Fertiger Text, so übernehmen
- Unbedingt einbauen, gute Idee
- Arbeitshypothese, Kann erst einmal so bleiben. Später noch einmal überdenken
- Lücke, offene Frage. Weiß ich jetzt noch nicht. Denke ich mir später aus.
- Schlecht, muss auf jeden Fall geändert werden

Meta data for Scrivener and Aeon Timeline2

Scrivener Field (Type, Format)	Description	Aeon Timeline2 Field (Type, Format)	Description
POV (Meta Data: Label)	Point of View. One per different POV used in novel. Use Meta Data <i>Label</i> to benefit from Scrivener colour feature in Binder, Corkboard and Outliner	POV (Property, Single-line text)	Could also use the AT2 <i>Color</i> field but need <i>Color</i> for other, more timeline-related information
Status (Meta Data: Status)	Status for completion (<i>None, ToDo, Outlined, Draft1, Draft2, Draft3, Done, WIP</i>)	Status (Property, Single-line text)	
SceneID	Unique ID e.g. (<i>[B0815]</i>)	SceneID	

(Custom Meta Data, Single-line)	which will never be changed even if scene title changes or scene is moved up or down in sequence.	(Property, Single-line text)	
Start (Custom Meta Data, Single-line)	Scene start time. Format: 2016/12/01-14:30, or 2016, or 2016/12, etc. or as dictated by Aeon Timeline 2	Start (Range)	
End (Custom Meta Data, Single-line)	Scene end time. Format: see <i>Start</i>	End (Range)	
---		Duration (Range)	
SType (Custom Meta Data, Single-line)	Scene Type: 1 for <i>Scene</i> and 2 for <i>Sequel</i>	---	
Keywords	Keywords for <i>Characters, Plotlines, Contexts, ForeShadowing, Items, Settings, StyleDevices</i> (see Keywords table)	Tags	
Synopsis	Synopsis	Synopsis (Property, Multi-line text)	
---		PlotLine (Entity Type). Roles: <i>PlotLine*</i>	* = multiple allowed. Is redundant to Scrivener: Keywords: Category <i>PlotLines (Threads)</i> but

			<i>Group By</i> feature in AT2 for Entities is too useful to use AT2 Tags only.
---		<p>Person (Entity Type, allow age calculations). Roles: <i>Participant*</i>, <i>Observer*</i>, <i>Reference*</i></p>	<p><i>Reference:</i> Persons who are not present in scene but who are being referred to.</p> <p>Is partly redundant to Scrivener: Keywords: <i>Category Characters</i> but <i>Group By</i> feature in AT2 for Entities is too useful to use AT2 Tags (synced with Scrivener keywords) only. Also the (multiple) role concept cannot usefully be depicted in Scrivener.</p>
---		<p>Place (Entity Type, allow age calculations). Roles: <i>Place*</i></p>	<p>Is redundant to Scrivener: Keywords: <i>Category Settings</i> but <i>Group By</i> feature in AT2 for Entities is too useful to use AT2 Tags (synced with Scrivener keywords) only</p>
---		<p>Item (Entity Type, allow age calculations). Roles: <i>Item*</i></p>	<p>Is redundant to Scrivener: Keywords: <i>Category Items</i> but <i>Group By</i> feature in AT2 for Entities is too useful to use AT2 Tags (synced with Scrivener keywords) only</p>
---		<p>Colors (Scene (#e9ca25), PlotPoint (#fb0000), Act (#50ba82), Backstory (#7e34d6), Real (#60c1dd), Helper</p>	<p>Is partly redundant to some Scrivener keywords categories but only so the colour feature in AT2 can be used.</p> <p>Scene: Single scene events Act: Parent event for all scene events</p>

		(#838383))	<p>within an act</p> <p>PlotPoints: all scenes which in Scrivener are tagged with a keyword of the <i>PlotPoints</i> category.</p> <p>Backstory: Backstory events which might or might not be referred to in story but which are no actual scenes</p> <p>Real: Real world (historical) events</p> <p>Helper: Events which other events can be based upon in AT2</p>
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Scrivener Keywords

Keyword Category (or sub-category)	Keywords	Example(s)	Remarks
Characters/Major, Characters/Minor	c:<CharacterName>. Depends on story, one for each character	<i>c:Oskar, c:Itzhak, c:Goeth</i>	<p>Roles as in AT2 will <i>not</i> be used in Scrivener, so filtering for all scenes for a specific character will <i>not</i> reveal the role a character plays in a scene (e.g. <i>Participant</i> vs. <i>Observer</i>). Use AT2 (Entity <i>Person</i> and its <i>Roles</i>) for this purpose.</p> <p>Always use a category prefix (here c:) to distinguish identical keywords in different contexts.</p>
Plotlines (Threads)	t:<PlotLineName>. Depends on	<i>t:Schindler, t:War</i>	Should match the AT2 <i>PlotLine</i>

	story, one for each Plotline		Entity
Contexts (ger.: <i>Kontext</i>). Represents symbols, themes, motifs, recurring phrases, running gags, etc.	k:<context>. Depends on story, one for each context	<i>k:RedCoat, k:MightAndMercy, k:List</i>	
ForeShadowing	f:<Scene or element to be foreshadowed>. Depends on story, one for each foreshadowed element / scene	<i>f:ShootingOfBoy</i>	
Items	i:<ItemName>. Depends on story, one for each important item that needs to be tracked	<i>i:GoldenRing, i:List</i>	Use <i>Items</i> if a thing is physically relevant (e.g. a special weapon) use <i>Context</i> if only its abstract meaning is important (e.g. the theme of freedom)
Settings	s:<Setting>. Depends on story, one for each setting	<i>s:PłaszówCC, s:SchindlerGrave</i>	Use structured keywords for complex settings, e.g. <i>s:Castle</i> , <i>s:Castle:Tower, s:Castle:Library</i>
StyleDevices	<i>d:Flashback, d:Flashforward,</i> <i>d:InteriorMonologue,</i> <i>d:Exposition</i>		Tag scenes that (predominantly) apply those narrative tools which should only be used sparingly
PlotPoints	<i>p:Hook, p:IncitingEvent,</i> <i>p:KeyEvent, p:PlotPoint1,</i> <i>p:PinchPoint1, p:MidPoint,</i> <i>p:PinchPoint2, p:PlotPoint3,</i> <i>p:Climax, p:Resolution</i>		

		Example:	
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[-] Plotlines (thread)

t:PlotlineA

t:PlotlineB

t:PlotlineC

t:PlotlineD

[-] PlotPoints

p:Hook

p:IncitingEvent

p:KeyEvent

p:PlotPoint1

p:PinchPoint1

p:MidPoint

p:PinchPoint2

p:PlotPoint3

p:Climax

p:Resolution

[+] Kontext

[-] Items

i:Shashi

i:Helithrop

[+] Setting

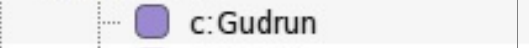
[-] Figuren

[+] Haupt

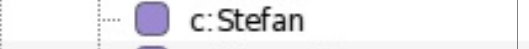
[-] Neben



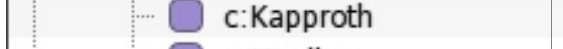
NEBEN



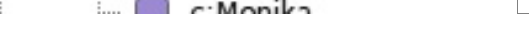
c: Gudrun



c: Stefan



c: Kapproth



c: Monika

