

Preamble

Writing is basically all about getting advice, and putting it into practice.

If it works well with you then incorporate it in a way that you will do it in future works.

If it doesn't then throw it away and move to the next advice.

I've found generally that you can't combo load advice, it's way easier to incorporate one or two into a work you're doing than trying to incorporate like five or more.

And remember advice is only good if you're actually writing. Get writing down consistently and you're 90% of the way there, it's just these advice can shorten your time frame to getting better.

You don't have to approach it like I am, don't worry if this doesn't click. Writing is all about figuring out what clicks for you.

Methodology to getting the most out of advice

It's more important to understand why the advice is being given than it is to actually heed the advice.

For example: show, don't tell, everyone's heard about it, people want to be able to visualize the story in their head but if you try to show everything in a story I bet you that you will have page after page before your second major plot point.

Instead if you think of show, don't tell as a metaphorical camera that you can zoom in and out of your story like in TV shows then it makes a lot more sense.

You have to determine what's important enough to be described in detail and what you can just tell to move onto the things important enough to be shown.

And that's the underlying reason that makes it a good technique to have.

General areas I found to be good:

There's are from the MLP fanbase, but their reasons are usually solid and some of the very old posts are from now English professors or authors.

School for new writers:

<https://www.fimfiction.net/group/916/school-for-new-writers/thread/150166/meta-school-directory>

Writer group:

<https://www.fimfiction.net/group/50/the-writers-group/forum>

Actual advice pieces I (or others) have read and gained some knowledge from:

[Rhythm in prose](#)

[Adjectives/describing things](#)

[Paragraphs](#)

[Tone](#)

[Enriching dialogue scenes](#)

[Active and passive voice](#)

(Personally I find just getting the words down in the first draft and then worrying about this in the editing phase is a lot more helpful than worrying about it while writing. You need to get sort of an idea of what you usually mess up first before worrying about not messing up anything.)

[Planning](#)

(I think there are reasons to not fully plan out things, for example characters can be too stiff if planned or if you literally can't just write the story if you plan. It's just very important to edit your first draft so that the important parts of it make sense or your characters are consistent and then you basically have what someone who planned out their story has.)

[Handy dandy writer's reference](#)

(Encyclopedia of Writing advice, this can absolutely be a rabbit hole and make you spend more time reading than actually writing. Take heed.)

[Confidence](#)

(Don't underestimate how much a bad mentality to writing can hinder you. I was so worried about being bad I didn't start until years had passed from when I first wanted to start.)

[Niche subjects and how to draw readers into them](#)

[\(Re\)Watch the show](#)

[Balancing a large cast of characters](#)

(I personally haven't tested this out as I don't like large cast stories but this seems solid advice and reasoning.)

[How to write a second draft and what to cull](#)

On editing, I for an embarrassing amount of time edited as I go. I strongly suggest that you don't do this. Turning off the internal editor when you're doing new prose will give you such a better wph rate, it's not even funny. Editing is writing but there are stages in writing, don't edit before you have a first draft fully down.