

## On Delfania's Tears

Sometimes in writing the spark that starts a piece can be an outside source. The concept for Delfania's Tears actually began with a song I enjoy listening to entitled Somebody Help Me by: Full Blown Rose. There was something in the lyrics that just grabbed hold of my imagination and stuck with me. The more I listened to the song the more I could see my characters for the piece in my mind like watching a video. They didn't have names and I didn't yet know the story they existed in but I knew them.

Once I had this image in my head I started writing down key elements in the lyrics that had grabbed me

1. Being haunted by a whisper
2. being trapped in a moment,
3. wanting to be freed or healed
4. being tortured by a future
5. haunted by a vision morning never comes

When I had these I began to expand the list by writing out concepts in story that I like as a reader.

1. Heroine being the only one who can save the world
2. A world divided into two parts
3. Heroine herself is not split into two separate people but yet lives two lives and not sure which is real
4. Hero and his main antagonist being rivals for the heroines hand and almost identical in appearance neither are split as the rest of the world is either
5. Dream Realm
6. The heroine having to make a choice as to who she will be
7. And the characters being able to travel in a flash of light

With these concepts gathered I set to that task of trying to name my characters. As a writer I like their names to reflect on who they are or what they reflect in the story so when I went looking for names I used a meaning search. For the heroine I knew I was going to need two names one that meant earth and the other sky or heaven for my hero I wanted his name to mean light and his rivals to mean dark.

After their names were chosen I had to decide at what point to begin my story. For those of you who read the piece I'm sure you can picture a different point to start it from than where I chose to open it. When I first put pen to paper I considered starting the tale with Leianna in the sky realm preparing for the ceremony and following her to the world below where she's Minaria until she escapes, but it occurred to me that if I did that I'd be flashing back to the beginning in this scene when she remembers herself. It seemed redundant and I thought I might lose the reader's interest so I decided to start it in that moment just before the heroine remembers who she is.

Once I had my starting point established in my mind I set to work on putting together all those key elements from the song and vague concepts I'd listed together. As a writer I tend to work from a scene by scene outline it is how I find I work most efficiently but just because I have a frame work constructed to a piece does not mean I know everything that will happen within the text starting off. I've found that stories rarely stick to a script and that when something creeps in unexpectedly it's best to let it go as it wants and discover what it wants to do as you go. Normally where the text wanders is better than what I have planned out in advance. During the first draft one thing that tends to come out during the discovery process is the point of view from which a chapter will be written. I may think it should be one character and find when I get there it's better to tell it from another.

I prefer not to edit as I work get the first draft out then I begin the editing process. I edit, re-edit and edit some more looking for misspelling, grammar, structure errors, plot holes, pacing and repetitive words before handing a piece onto my beta readers to let them go over it as well. The last thing my work tends to get is its title. I will started a piece with a working title something vague that reminds me of what the story is about but normally it does not stay that when I post it.