

Core Concepts: Building a Foundation



In the larger world building method that I teach, there is a process we go through before the main design work even begins. In this process we define some "givens" that will shape and influence all the world building that follows. It is a foundation that determines how your world will grow.

This video is an introduction to that "Core Concept" process. This video is Part 1; Part 2 will follow in the next few weeks after I've finished some other pressing projects.

(If you want more world-building videos direct from the source, please subscribe to [our YouTube channel here](#).)

If you want to work through the Core Concepts process for your own world, you'll find the Worksheet below to be especially helpful. This detailed 7-page resource and worksheet covers some things that the brief video overview doesn't have time to go into. If you'll share this page with friends, the worksheet is yours for free.

(We're still working the kinks out here in our pre-launch phase. The error message about Twitter refers to my own Twitter address and will not affect your use of this sharing utility. Also, if you try to fill out a comment on the FB form, it may roll over to your download without giving you time to type in the form. We're working to resolve these problems, but in the meanwhile you can still share to any of the noted places and will receive access to your download immediately. Please let me know if you have any other problems with this utility. I can be reached at [teramis \[at\] deborahchristian \[dot\] com](mailto:teramis@deborahchristian.com).)