



How To Create Your Own Monster That Doesn't Suck

Full video link: <https://youtu.be/hMbRhFsDmPs>

We're talking about creating your own monster.

When it comes to creating our own monsters, we have to take into consideration a few things and avoid certain pitfalls.

- The first question you have to answer is – what is the monster's function?
 - Why do you need to make this monster? What will it do that others can not?
 - It must serve a purpose – horror, fear, intimidation, power, unknown etc.
- Describe what the monster looks like but do not try to physically draw the monster.
 - Personal versus impersonal – if it is inside your head, it is personal. If you are just observing it, it is impersonal.
 - Use adjectives – research words that describe your monster so that you can use them when describing your beast.
- Physical aspects
 - What are the physical characteristics of the monster? Many legs, many mouths, sphincters, teeth?
 - Physical follow function – the physical must express the function.
 - Break down the function – express those aspects as physical manifestations.
 - Keep working it – explore your idea and keep asking, does it follow the function?
- Psychology
 - What feeling, emotion or reaction do we want our players to feel?
- How does it hunt?
 - How or what does the monster do to survive?
 - Test your ideas – always come back to your function and testing to see if the monster complies or not.
- What hunts or kills it?



