Abstract
The following report describes the writing process of the television pilot Magnificent, including early ideas, initial conception as a feature, rewriting, feedback, and finally re-imagining as a one-hour pilot. This report also contains commentary on the entire creative endeavor, and reflection on its various stages.
A subtrope of Deconstruction; Genre Deconstruction occurs when the author of a work performs Deconstruction on a specific genre. The genre is basically boiled down to a set of tropes, conventions and a typical premise. All of these features are then played straight; without shying away from any unpleasant consequences and/or causes of these features. Basically, the heart of the genre is laid bare, warts and all. It is not solely done to denote how unpleasant a genre or trope is, but to break away from A page for describing SoYouWantTo: Write a Magnificent Bastard. You all know the character: he's the Magnificent Bastard. That character you Love to Hate. The Magnificent Bastard needs to be able to manipulate people, by reaching inside them and hitting them where it emotionally hurts. The best Magnificent Bastards have an intuitive grasp of a character's basic psyche and will use it against them at every opportunity. The Trickster: The line separating the Magnificent Bastard from a really good Manipulative Bastard or Chessmaster is his ability to think on the fly, adapting to new situations and altering plans with ease. Without this factor, even the greatest Bastards won't last long. Supplementary Tropes.