

#### Descriptors

### Words to use when describing <u>Style</u>

Yes, you must look up the definitions on your own!



Acerbic	Allusive	
Ambivalent	Apathetic	
Abstract	Accusatory	
Anecdotal	Authoritative	
Bitter	Candid	
Callous	Choleric	
Churlish	Colloquial	
Conciliatory	Condescending	
Contemplative	Contemptuous	
Critical	Cynical	
Derisive	Descriptive	
Despairing	Detached	
Discursive	Disdainful	
Disjointed	Didactic	
Earnest	Eloquent	
Glib	Gloomy	
Haughty	Idiosyncratic	
Indignant	Informal	
Jovial	Judgmental	
Malicious	Mocking	
Morose	Objective	
Obsequiou		
Optimistic	Ornate	
Patronizing	Pedantic	
Ŭ	essimistic	
Petulant	Pompous	
Pretentious	Quaint	
Quizzical	Reflective	
Reverent	Ridiculing	
Sarcastic	Sardonic	
Scornful	Self-Deprecating	
Sincere	Sinister	
Smug	Solemn	
Speculative	Symbolic	
Scholarly	Scientific	
Terse	Urbane	
Vulgar	Whimsical	

What are some others you can think of?

Yes, syntax, figurative language, time period, and development of characters and story add to the style.

## **STYLISTIC DEVICES:**

Device	Effect/Examples
Evocative or emotive language	Words that prove/reflect this
List of relevant details	Words that prove/reflect this
Figurative Language	Especially to get readers to see a theme or character's journey/point of view
Imagery	Appeals to senses and draws readers into the author/character's world
Repetition	Used to emphasize a theme, character's state of mind, point of view, etc.
Parallel Structure	Used to emphasize a theme, character's state of mind, point of view, etc.
Irony	Use to show verisimilitude or unreliability of character, etc.
Analogy	Shows logical relationships



# Imagery

<u>Visual</u>: what we can see <u>Auditory</u>: what we can hear <u>Tactile</u>: What we can touch <u>Olfactory</u>: what we can smell <u>Gustatory</u>: what we can taste <u>Kinesthetic</u>: sense of movement <u>Organic</u>: internal sense of being (well or ill)

**Types of Imagery** 

#### Effects of Imagery

- 1. Helps establish \_\_\_\_\_ tone
- 2. Creates a realistic \_\_\_\_\_ setting
- 3. Creates empathy in us for \_\_\_\_\_ (character)
- 4. Helps us imagine ourselves as part of [character's] journey.