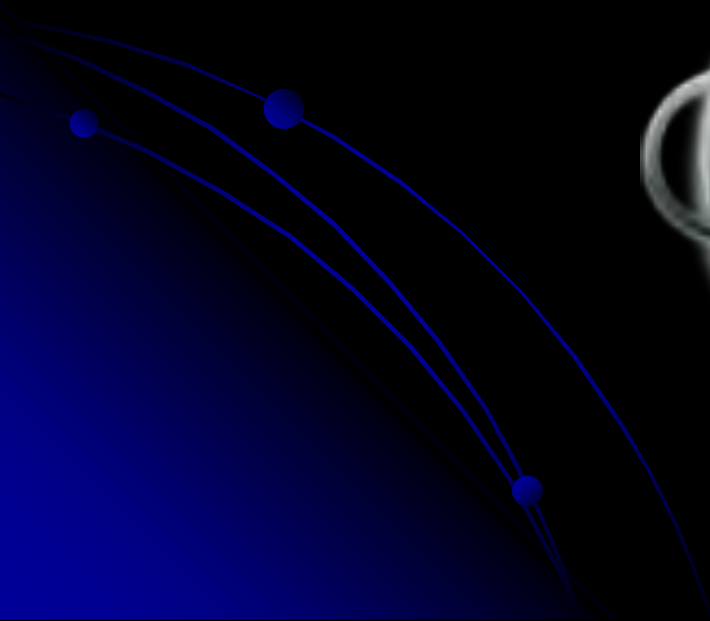


Mythological/Archetypal Theory



Question:

What do the following stories have in common?



A LONG TIME AGO IN A GALAXY FAR, FAR AWAY...



PHANTOM MENACE

ATTACK OF THE CLONES

REVENGE OF THE SITH

A NEW HOPE

THE EMPIRE STRIKES BACK

RETURN OF THE JEDI

STAR WARS



Harry Potter
AND THE
GOBLET
OF FIRE



Walt Disney Pictures
presents

James
and the
**Giant
PEACH**

THE MATRIX

Morpheus



Trinity



Neo

マトリクス社明をに美と字印び技す

美イカ版を保の文精なフト社明をに美と字印び技す 国出のシ品 致最ま

保の文精なフト社明をに美と字印

もレ保の文精なフト社明をに美と字印び技す

フト社明をに美と字印び技す

スイカ版もレ保の文精なフト社明をに美と字印び技す 国出のシ品 致

字印び

及術文写で感

マトリクス社明をに美と字印び技す 国出のシ品 致最ま

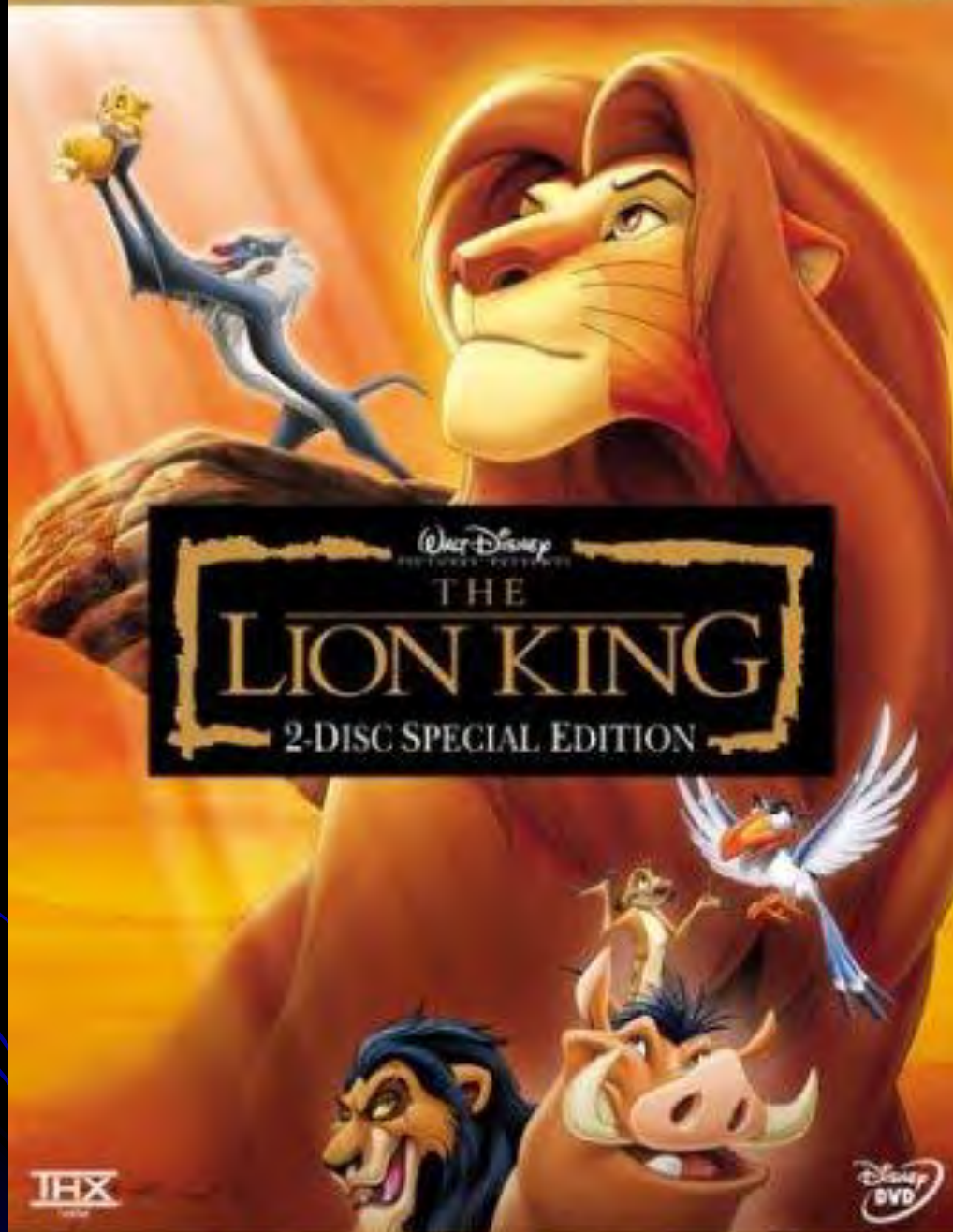
オ会観美イカ版もレ保の文精なフト社明をに美と字印び技す 国出のシ品 致最ま

字印び技す 国出のシ品 致最ま

マトリクス社明をに美と字印び技す 国出のシ品 致最ま



PLATINUM EDITION



THX

Disney
DVD

FEATURING AN ALL-NEW SONG

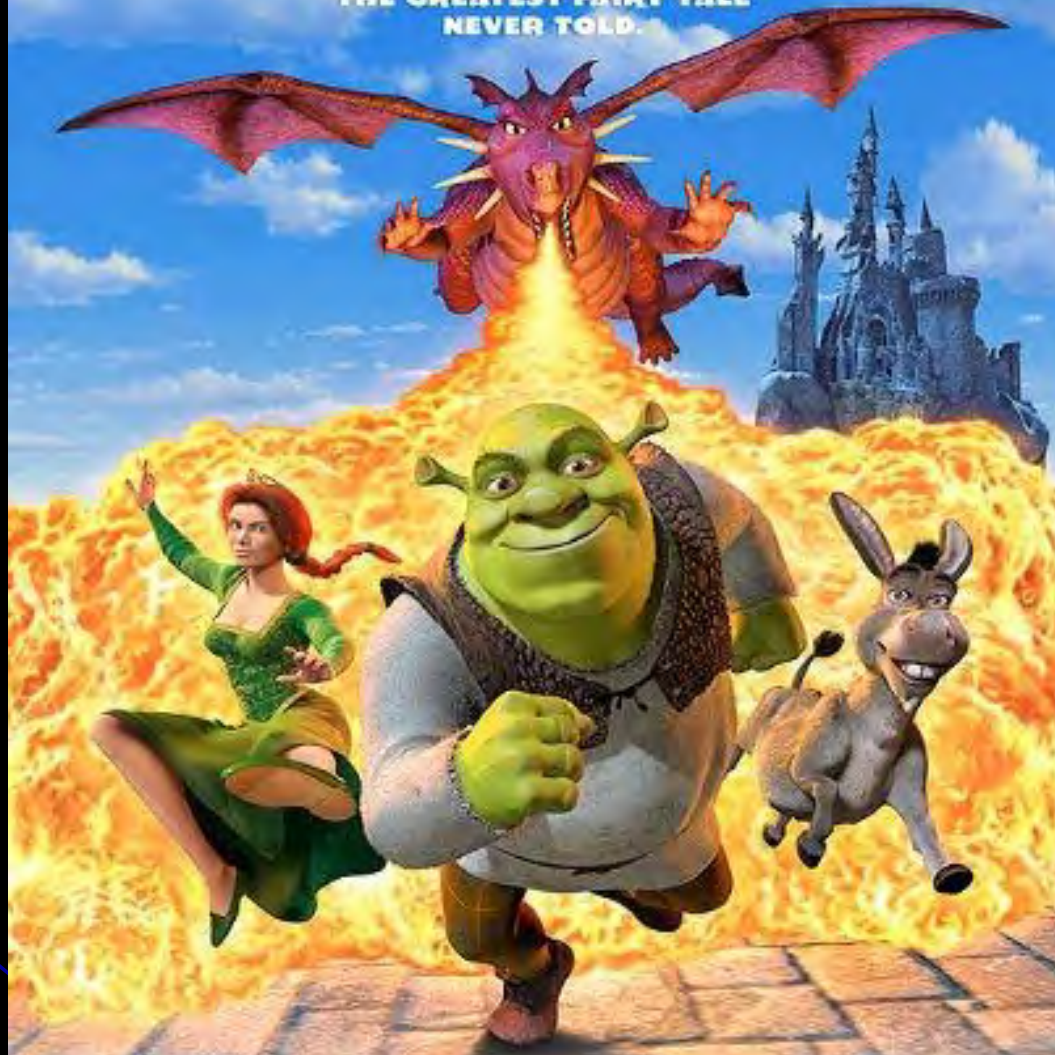


HUGH JACKMAN HALLE BERRY

X-MEN

POSLEDNÝ VZDOR

THE GREATEST FAIRY TALE
NEVER TOLD.



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 DREAMWORKS
STUDIO



WALT DISNEY PICTURES and WALDEN MEDIA Present

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NARNIA

THE LION, THE WITCH AND THE WARDROBE

IN THEATERS DECEMBER 9, 2005



THE
PRINCESS
BRIDE



MATTHEW BRODERICK

FERRIS BUELLER'S DAY OFF



WIDESCREEN



COLLECTION



eragon

NOW IN THEATERS



THE
HITCHHIKERS'
GUIDE TO
THE GALAXY

DON'T LEAVE EARTH WITHOUT IT
NOW PLAYING!





THERE ARE WORLDS BEYOND OUR OWN -
THE COMPASS WILL SHOW THE WAY.



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SCHOLASTIC

2007

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NOVEMBER 16

BEOWULFMOVIE.COM



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*Gaiety!
Glory!
Glamour!*

with Judy GARLAND *Frank* MORGAN *Ray* BOLGER *Bert* LAHR *Jack* HALEY

THE WIZARD OF OZ

It's METRO-GOLDWYN-MAYER'S TECHNICOLOR TRIUMPH!

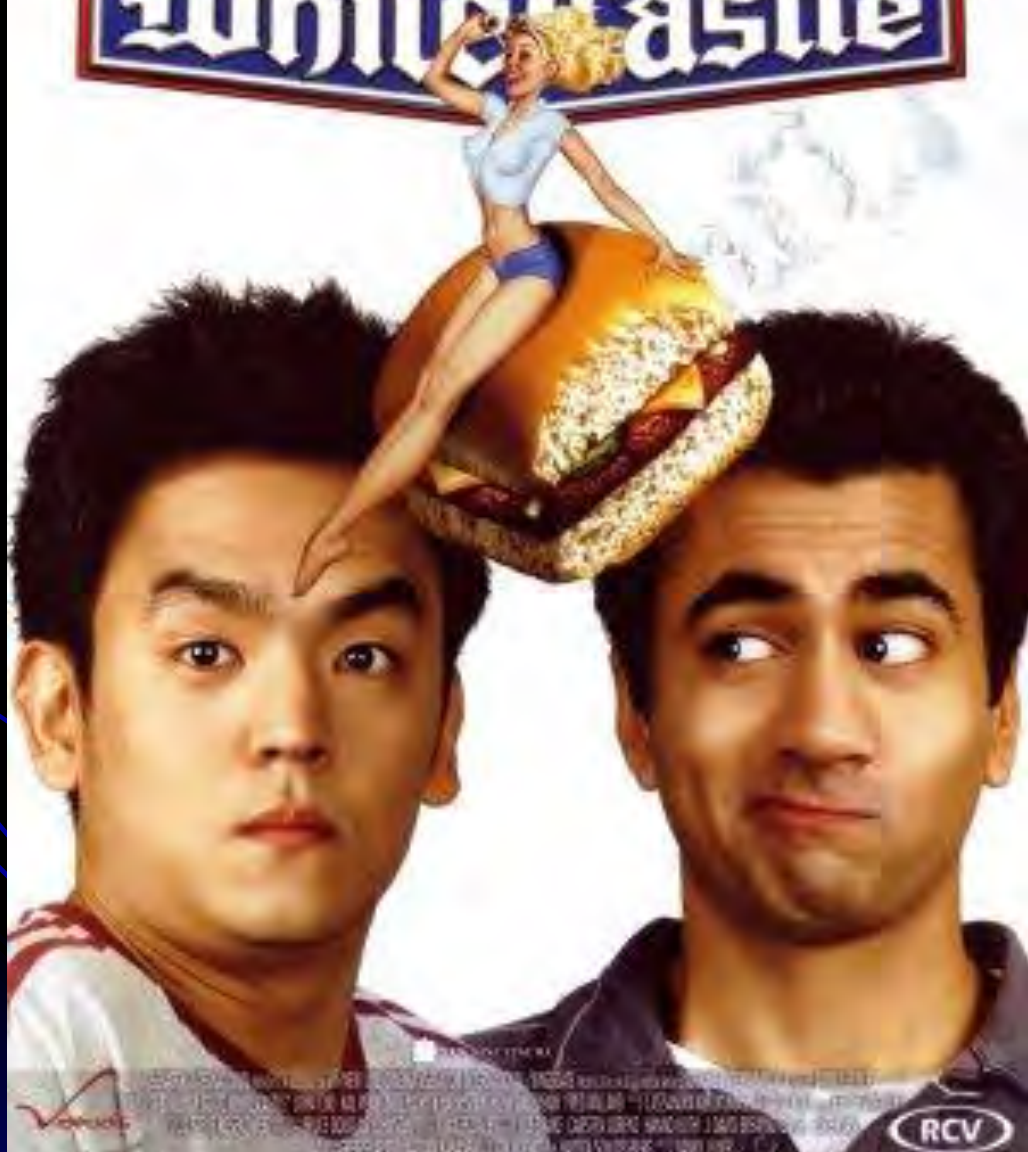
with BILLIE BURKE
MARGARET HAMILTON
CHARLEY GRAPEWIN
AND THE MUNCHKINS
SCREENPLAY BY WELLS LANGLEY FLEMING
BASED UPON THE BOOK BY L. FRANK BAUM
DIRECTED BY VICTOR FLEMING

A VICTOR FLEMING production
Produced by MERVYN LE ROY

HAROLD & KUMAR

GO TO

White Castle

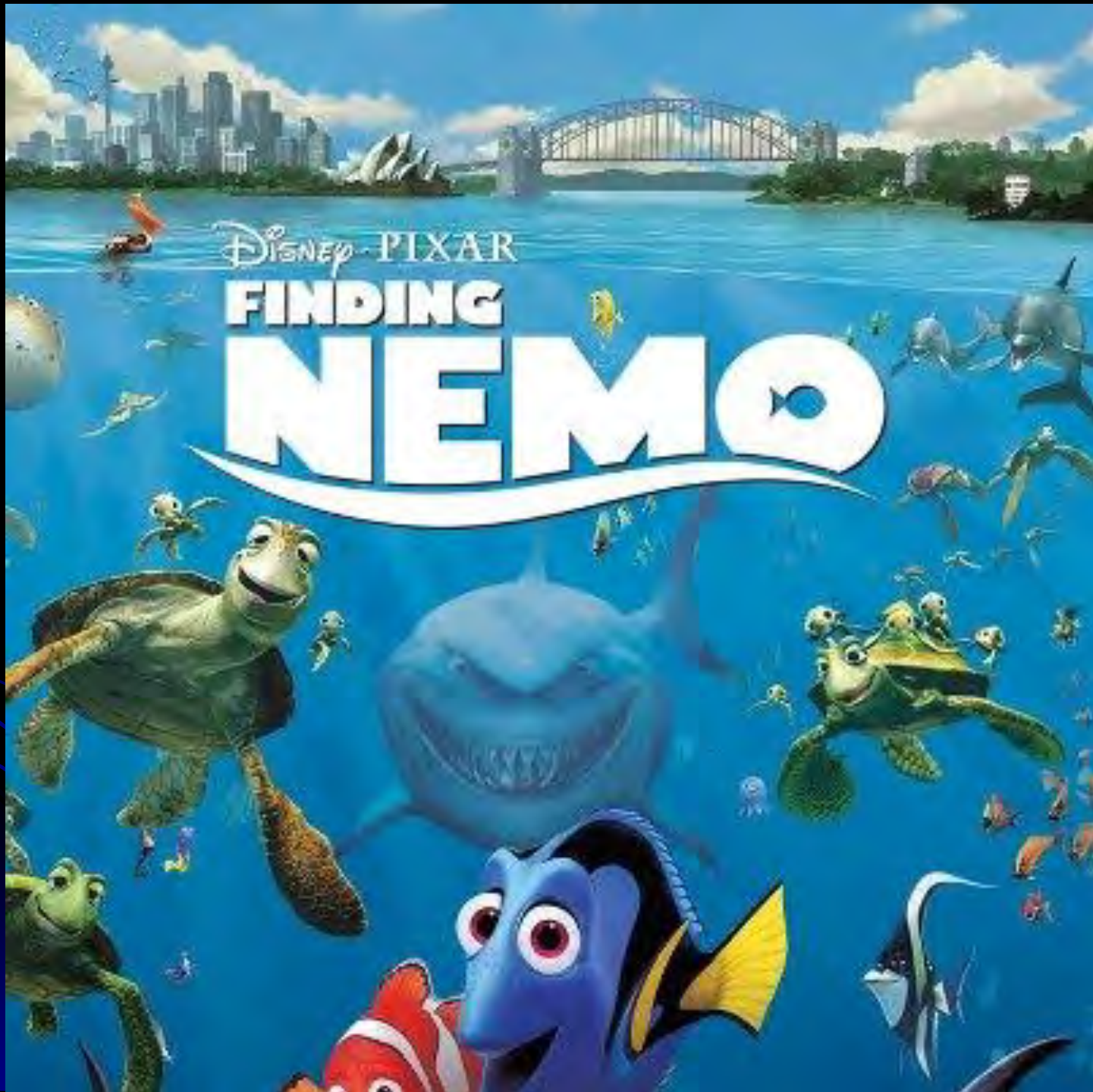


One journey
has ended.
A new journey
is about to begin.

SMALLVILLE

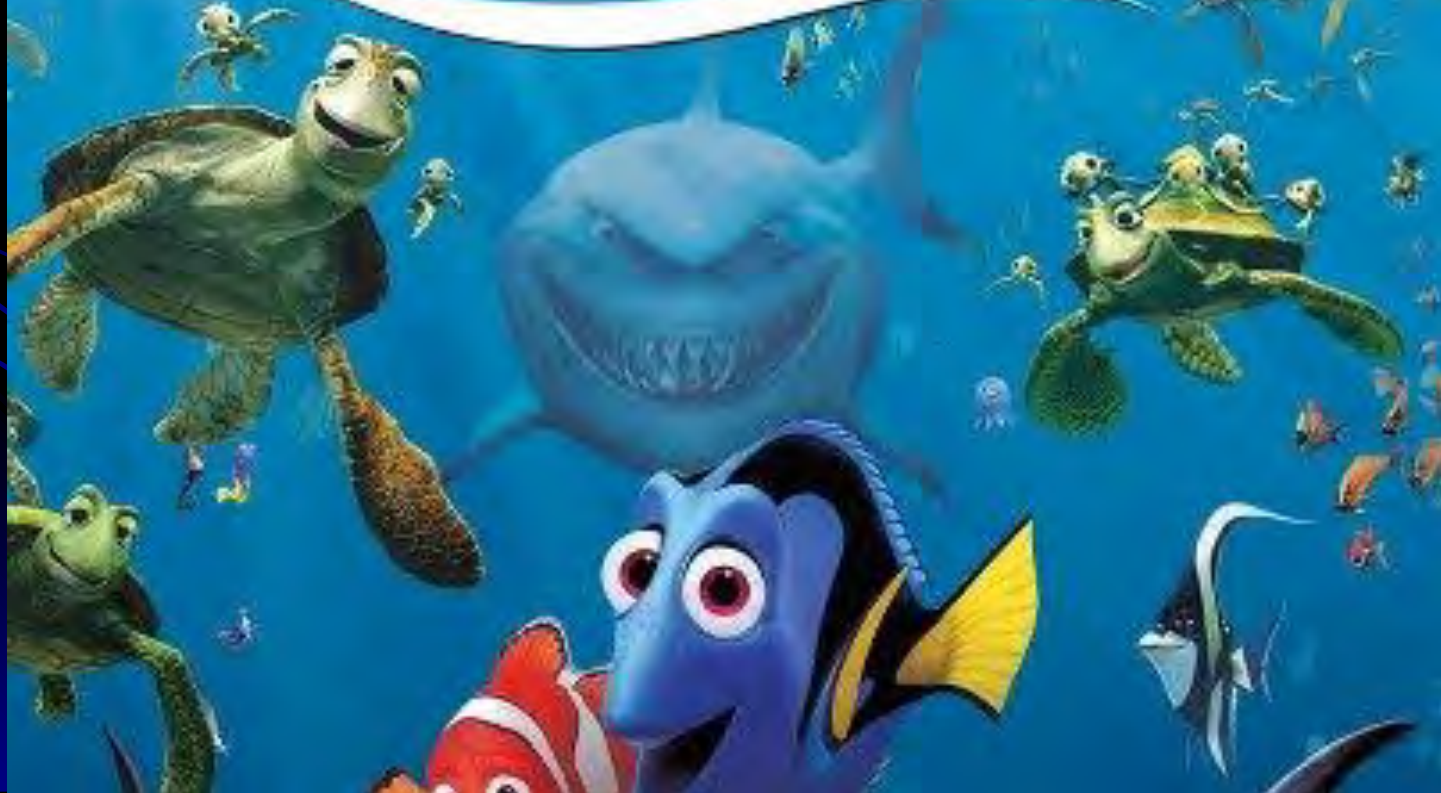
THURSDAYS 8/7c





Disney · PIXAR

FINDING NEMO



Jesus Christ



Moses



The Buddah



Answer:

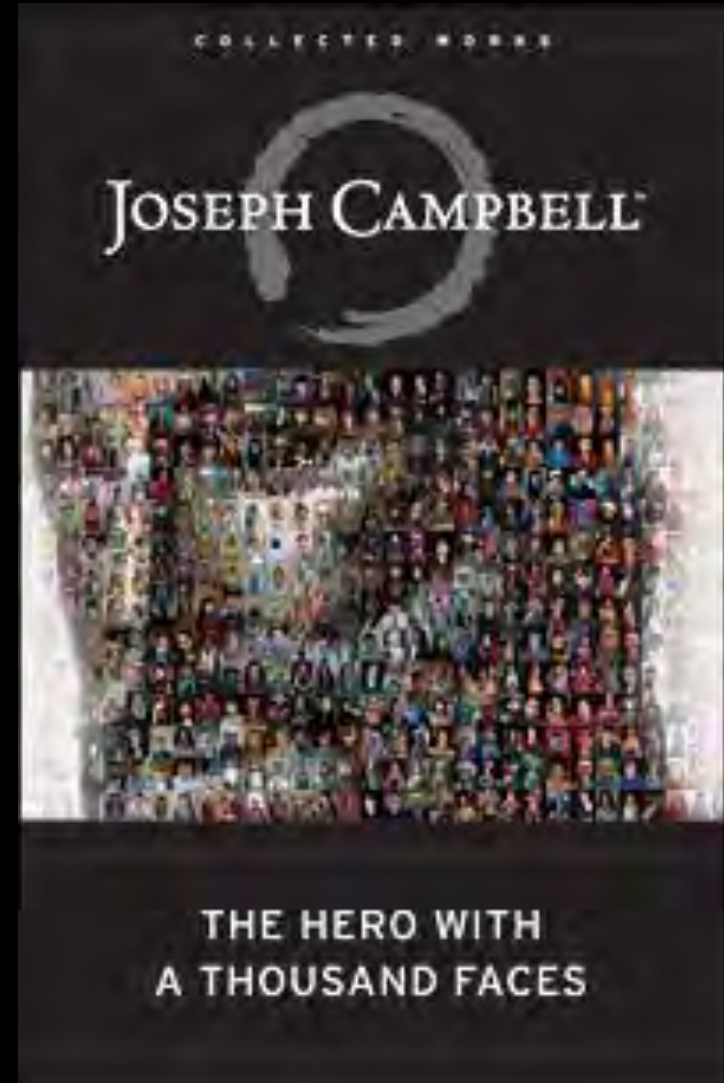
They are the same story.

(According to Archetypal Theory)



MonoMyth = 1 Story

- “A hero ventures forth from the world of common day into a region of supernatural wonder: fabulous forces are there encountered and a decisive victory is won: the hero comes back from this mysterious adventure with the power to bestow boons on his fellow man.”



How did the idea of the MonoMyth come about?

- Myths are repeated throughout history in cultures. For Example:
 - Every culture has a creation story
 - A life after death belief
 - A reason for human failings
- This begs the question- why?



Archetypal Analysis (Myth Theory)

- Freud's protégé Carl Jung broke away from his doctrine of the "individual unconscious" and proposed a "collective unconscious".
 - The collective unconscious is a set of shared "memories".
 - Analogy: Birds have an in-born knowledge from a million years of evolution, likewise Humans have the same shared knowledge of life that is sub-conscious (like instincts).
 - Likewise in literature, because we share cultural memories, we see symbols, characters, and situations that recur generation after generation in literature. These are called archetypes.
- Authors may (unconsciously) invoke various ancestral memories (archetypes) that readers (unconsciously) respond to emotionally.



WORLD
NAVEL

Extraordinary Conception
& Virgin Birth

Extraordinary Death
on Hilltop

Attempted Murder, Wound,
Escape

Exile from City

Summons to Adventure

Fall from Grace

Acquisition of Helper

Law-Giving,
City-Founding

Brother-Battle,
Dragon-Battle,
Dismemberment,
Crucifixion,
Night-Sea
Journey,
Whale's Belly,
Hell's Gate

Threshold Crossing

DEPARTURE

REIGN AND DEATH

MYSTERY

TRAGEDY

THRESHOLD
OF ADVENTURE

Rout of Pretenders,
Return,
Recognition,
Resurrection,
Rescue

Threshold Crossing

INITIATION

RETURN

Labyrinth,
Scylla & Charybdis,
Salmon-Leaps,
Narrow Path,
Riddles,
Monsters,
Ordeals

Trials &
Helpers

Illumination,
*Conjunctio
Oppositorum*

AXIS
MUNDI

Magic Flight,
Transformations

Departure of Helper

Summons to Return

Sacred Marriage,
Father-Atonement,
Elixir-Theft

THERE ARE FOUR STORY TYPES

- Romance, which places an innocent protagonist in an unreal world.
- Tragedy, which portrays a loss of innocence that leads to a catastrophe.
- Satire | Irony, which depicts a confused, flawed situation that irony reveals and satire seeks to change
- Comedy, which transforms ironic confusion into rebirth and renewal.

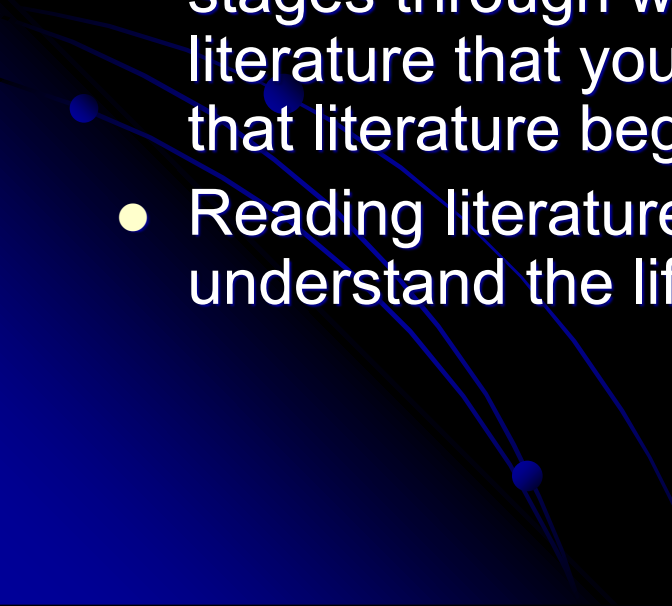


DNA of a Story

- These four story types themselves are archetypal.
- While there are an *infinite* number of stories, there are a *finite* number of story types.
- The four story types named above encompass **all** of the stories that have been, are, and will ever be told.
- Analogy to DNA



Why Study Archetypes?

- Human experience follows a pattern of birth, growth, death, and rebirth.
 - Human beings are born into this world in a state of innocence. Over time, this world of innocence is transformed into a world of experience.
 - When you begin to understand that these common stages through which you pass are reflected in the literature that you read, one of the purposes for reading that literature begins to make more sense.
 - Reading literature allows you to anticipate and better understand the life passages that you will experience.
- 

Archetypal Criticism

- When using Archetypal criticism to discuss literature, there are three basic categories:
 - **archetypal characters** (i.e. rebel, outcast, tyrant, saint, side-kick, wise old man, etc.)
 - **archetypal symbols** (i.e. light/dark, water/desert, spring/winter, day/night, birth/death/re-birth, etc.)
 - **archetypal situations** (i.e. the quest/journey, the fall, the initiation, the divine marriage, etc.)



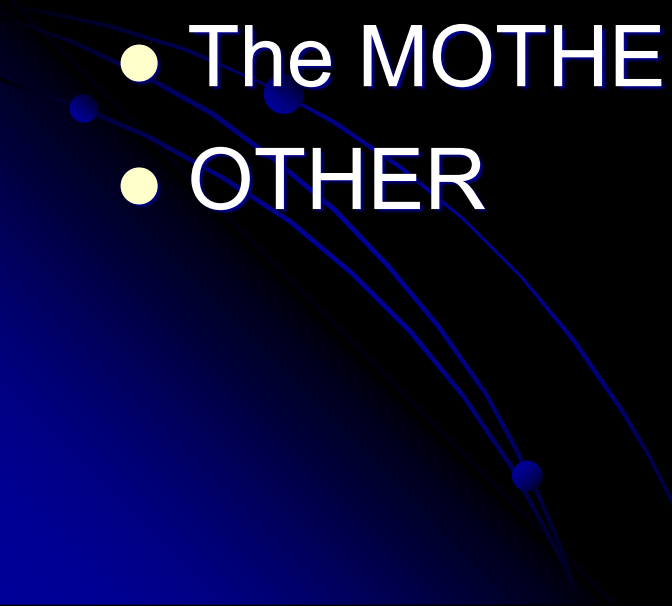
Three main points to study

Archetypal characters

Archetypal symbols

Archetypal situations

Archetypal Characters

- The HERO
 - The LONER or OUTCAST
 - The MAIDEN
 - The TEMPTRESS
 - The MOTHER
 - OTHER
- 

Archetypal Character: HERO

- Larger than life
- Search for self-identity results in self-destruction
- Death of him/her leads toward some ideal
- Modern superheroes (Superman)



Archetypal Character: LONER or OUTCAST

- Character separated from society
- Impaired physically, emotionally, physiologically
 - Ex. – Jesus goes into the desert to discern his destiny
 - Buddha leaves society to come to terms with his philosophy
 - Victor Frankenstein runs away when he realizes he created a monster
- Heroes can be loners or outcasts too- Wolverine!



Archetypal Character: MAIDEN/VIRGIN

- Persephone or Hestia
- Represents purity, innocence, and, in all likelihood, naivete



Archetypal Character: EARTH MOTHER/GODDESS

- Mother Nature/Mother Earth
- Nurturing, life-giving aspect of femininity
- “Wise Old Woman”
- Example: Demeter or Hera

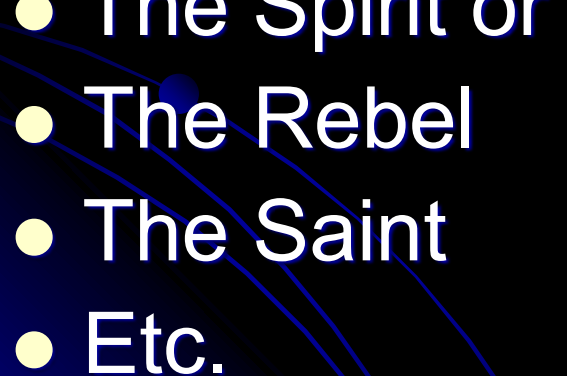


Archetypal Character: TEMPTRESS

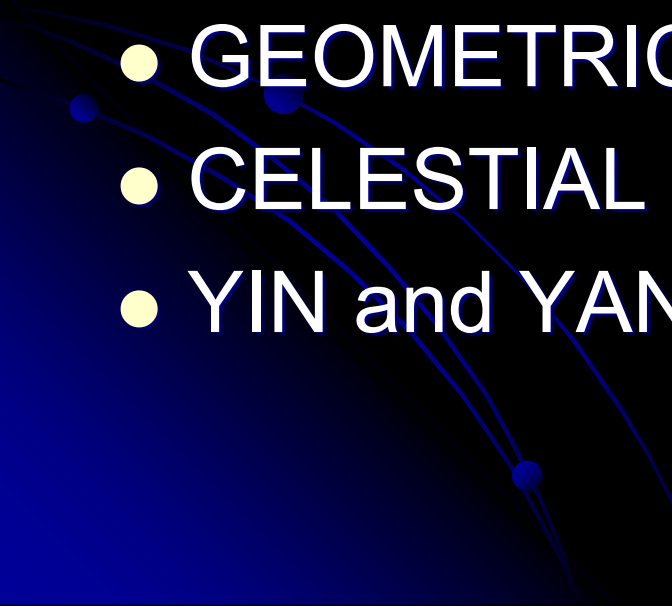
- Aphrodite
- She uses his desire (intentionally or unintentionally) to achieve his destruction
- Ex. Eve, Juliet, Lady Macbeth




Archetypal Character: Other

- The Scapegoat
 - The Trickster
 - The Wise Old Man
 - The Side-Kick
 - The Spirit or Intellect
 - The Rebel
 - The Saint
 - Etc.
- 

ARCHETYPAL SYMBOLS

- COLORS
 - NUMBERS
 - WATER
 - GARDENS
 - GEOMETRIC SHAPES
 - CELESTIAL BODIES
 - YIN and YANG
- 

Archetypal Symbols: COLORS

- **Red** = blood, passion, violence
 - **Gold**=greatness, value, wealth
 - **Green**-fertility, luxury, growth
 - **Blue** (the color of the sky)=God-like holiness, peace, serenity
 - **White**=purity
- 

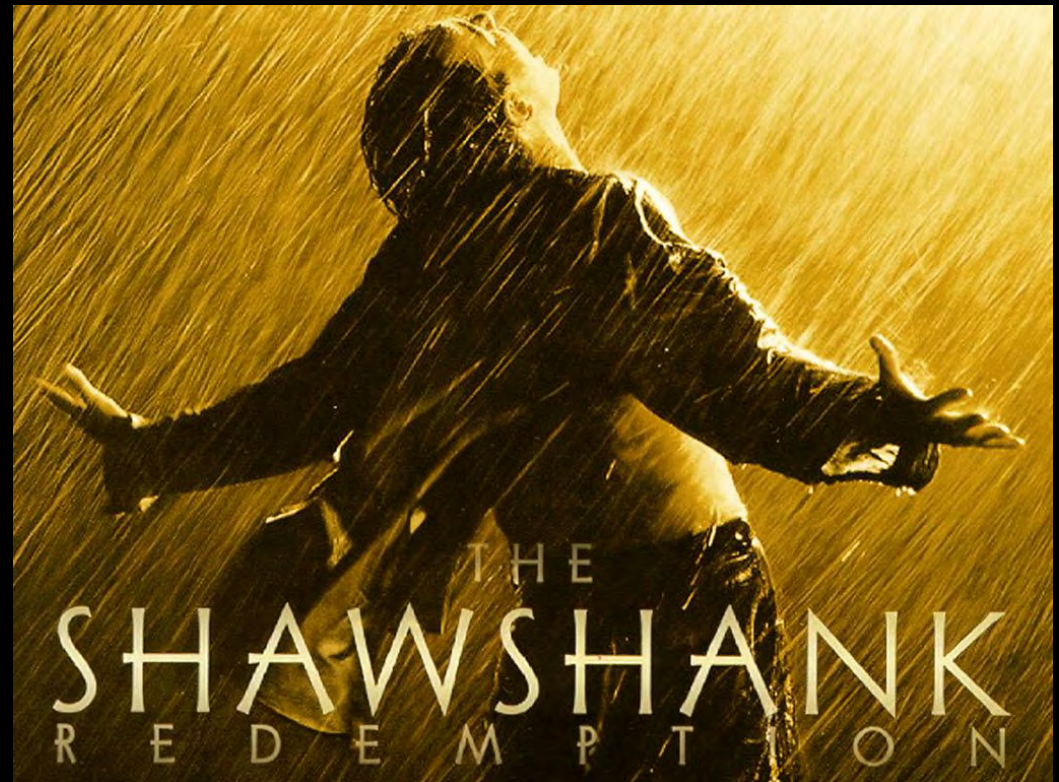
Archetypal Symbols: NUMBERS

- 3=Christian trinity, Female
- 4= The Seasons, ancient elements (earth, water, fire, air), Male
- 7 = Combination of Female & Male
- 12 =months of the solar year



Archetypal Symbols: WATER

- Source of life and sustenance
- Cleansing or purification
- Baptism



Archetypal Symbols: GARDENS

- Natural abundance
- Easy, beautiful life
- New birth, hope
- Eden, the original Paradise from which humankind was expelled



Archetypal Symbols: GEOMETRIC SHAPES

- Triangle= the trinity
- Circle = perfection and eternity, wholeness, union



Archetypal Symbols: CELESTIAL BODIES

- Sun (masculine)=the giver and destroyer of life
- Moon (feminine)=the passage of time, controls the course of human events



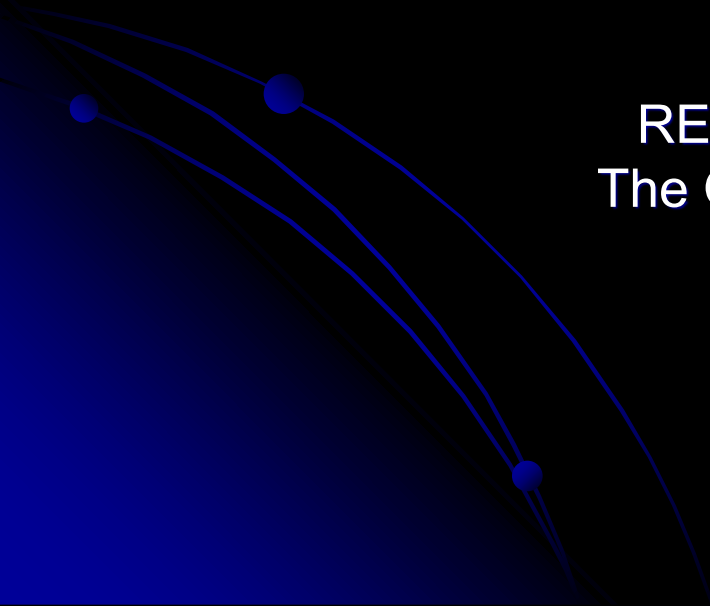
Archetypal Symbols: YIN and YANG

- Any scheme that suggests that each of a pair of opposites partakes of the other's nature
- Without balance, the world would erupt into chaos



ARCHETYPAL SITUATIONS

RENEWAL OF LIFE
INITIATION
The FALL
REDEMPITIVE SACRIFICE
The QUEST or Hero's Journey



Archetypal Situations: RENEWAL OF LIFE

- Death and rebirth
- Resurrection as seen in the cycle of the seasons
- Phases of the day, sleeping and waking
- Ex. “Sleeping Beauty”



Archetypal Situations: INITIATION

- Coming of age
- Rites of passage
- Ex. First hunt, weddings, teenage angst films



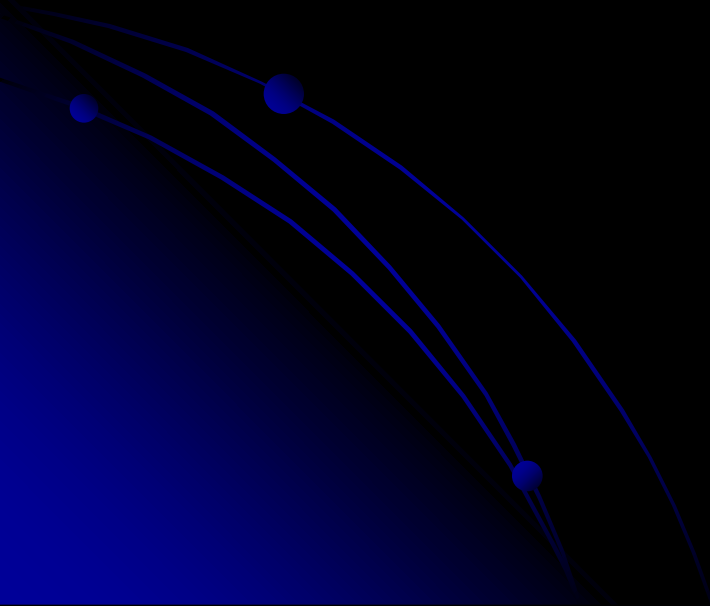
Archetypal Situations: The FALL

- Any event that marks a loss of innocence
- A change from a paradise-like view of life to a tainted one
 - Ex. Gatsby's realization that he will never have Daisy in "The Great Gatsby"



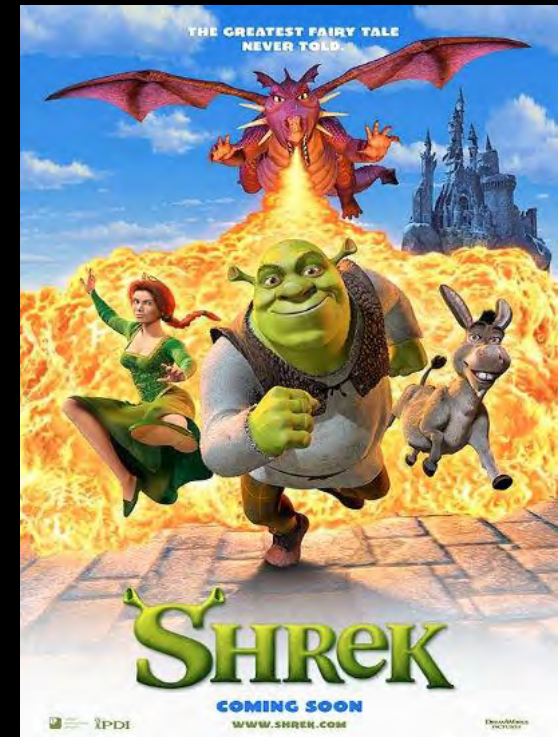
Archetypal Situations: REDEMPTIVE SACRIFICE

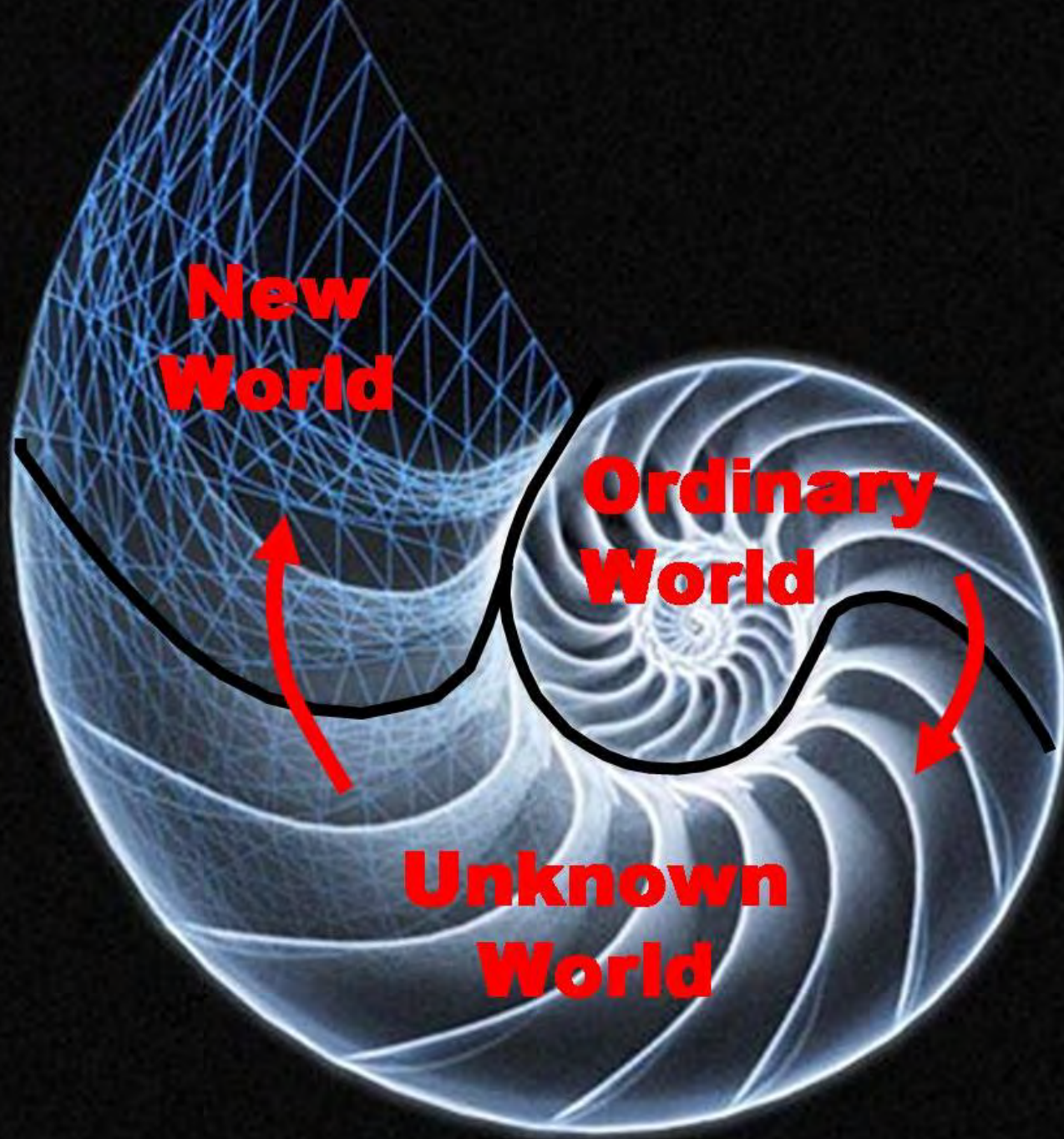
- Any voluntary loss
- Especially loss of life that results in another's gaining or regaining a desired state



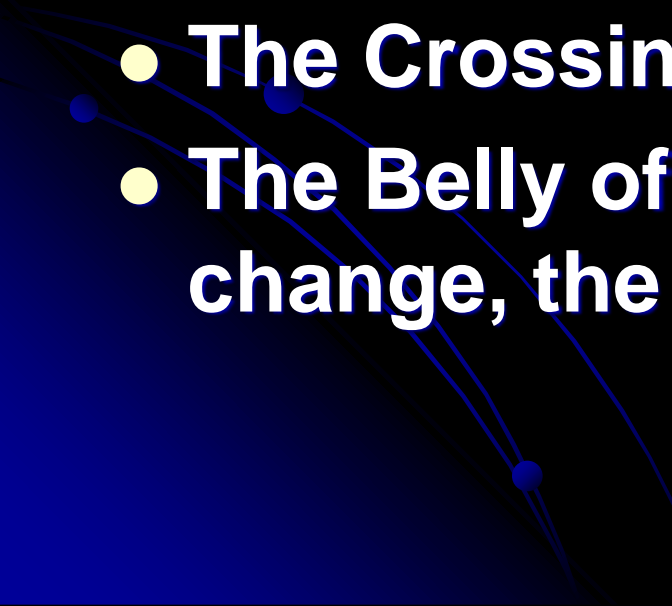
Archetypal Situations: The QUEST or “Hero’s Journey”

- Hero’s endeavor to establish his/her identity or fulfill his/her destiny
- 5 Basic Parts:
 - Quester
 - A place to go
 - A STATED reason to go there
 - Trials en route
 - A REAL reason to go there

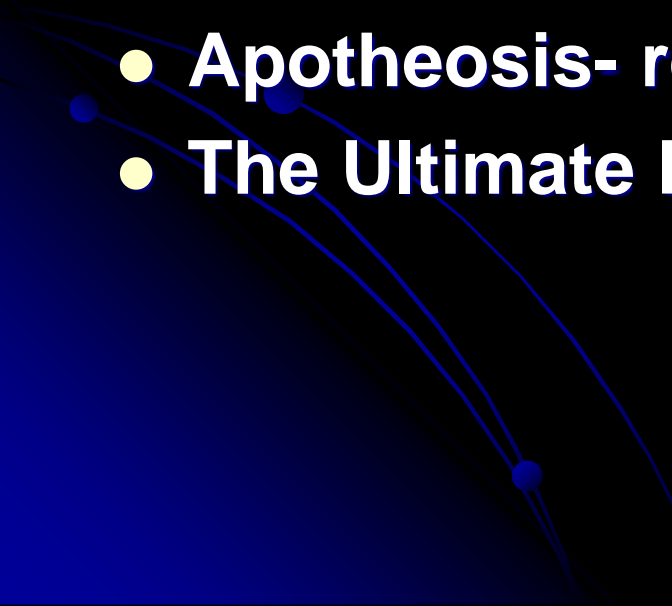





Departure

- **The Call to Adventure**
 - **Refusal of the Call**
 - **Supernatural Aid**
 - **The Crossing of the First Threshold**
 - **The Belly of the Whale- the moment of change, the low point**
- 

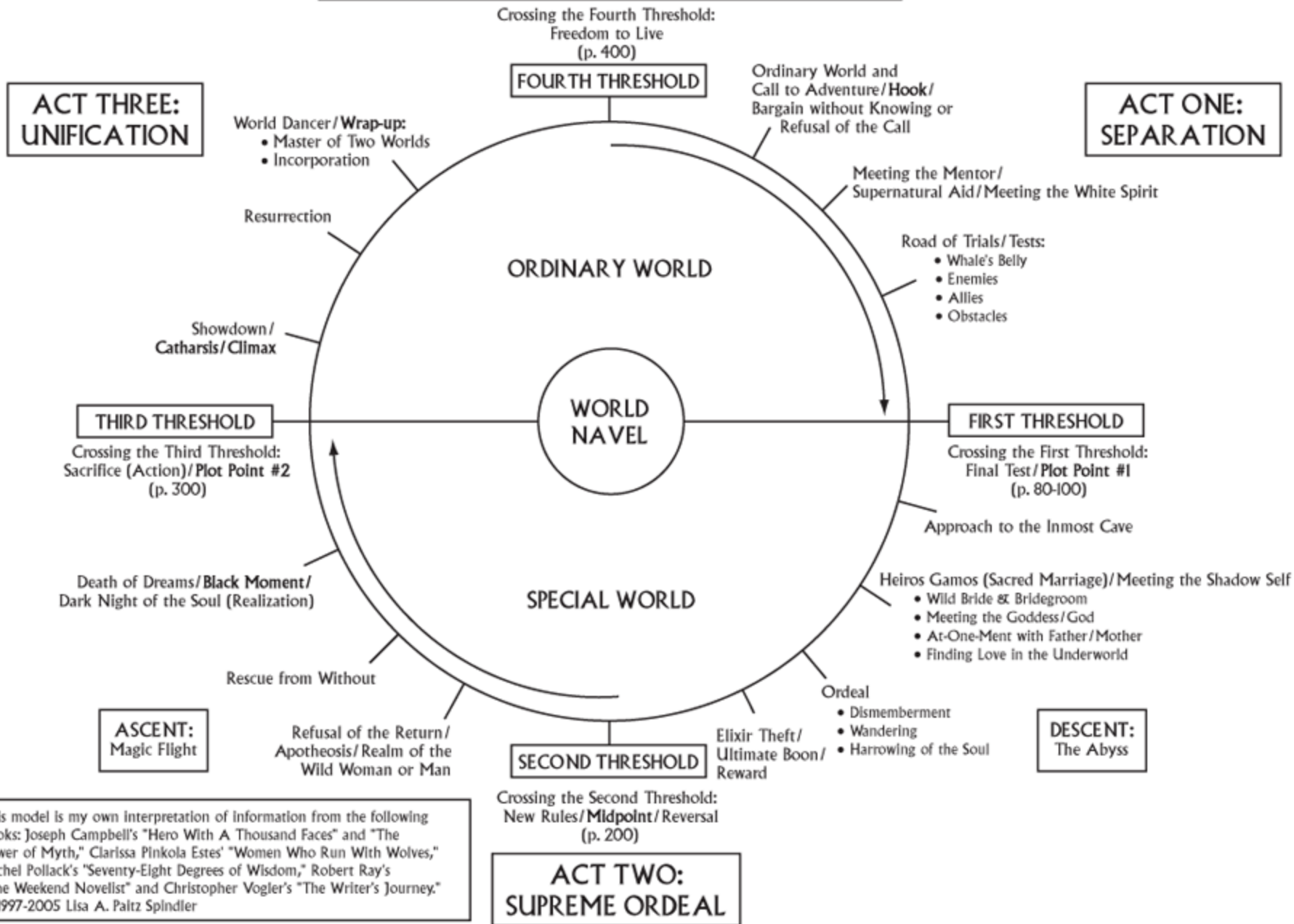
Initiation

- **The Road of Trials**
The Meeting with the Goddess
 - **Woman as the Temptress**
 - **Atonement with the Father- struggle against what controls you**
 - **Apotheosis- rest and peace before return**
 - **The Ultimate Boon- achievement of quest**
- 

Return

- **Refusal of the Return**
 - **The Magic Flight**
 - **Rescue from Without**
 - **The Crossing of the Return Threshold-
reintegrate w/ society**
 - **Master of the Two Worlds**
 - **Freedom to Live**
- 

The Hero's Journey



This model is my own interpretation of information from the following books: Joseph Campbell's "Hero With A Thousand Faces" and "The Power of Myth," Clarissa Pinkola Estes' "Women Who Run With Wolves," Rachel Pollack's "Seventy-Eight Degrees of Wisdom," Robert Ray's "The Weekend Novelist" and Christopher Vogler's "The Writer's Journey." © 1997-2005 Lisa A. Paltz Spindler



START!
THE LAND OF PERFECT DAY



THE CALL TO ADVENTURE
THE HERO RECEIVES A MESSAGE THAT HE HAS
DISCOVERED HIS POWER. LIFE AND HE BEING
DISMISSED TO HIS OR HER NEXT STAGE
OF EXISTENCE!

DUDE?
NEED THIS IS
MORPHINE!
DURE!!!



FIGHT THE EMPIRE!
BUT I WAS GONNA GO TO
TOSHU STATION TO PICK
UP SOME POWER
CONVERTERS!

REFUSAL
OF THE CALL
THE HERO NEGOTIATES
ON THE THRESHOLD
OF CHANGE!
GO BACK TO START!



SUPERNATURAL AID
A PROTECTOR (USUALLY DARK)
THAT'S PROVIDED THE HERO WITH
THE TOOLS HE NEEDS FOR HIS
JOURNEY WILL ARRIVE!

THE HERO'S JOURNEY

**CROSSING
OF THE
RETURN THRESHOLD**
THE HERO HAS BEEN STRUCK DOWN BY HIS JOURNEY
AND MUST NOW RETURN TO THE POINT OF
ORIGIN. TO REAP REWARD, RETURN BACK THROUGH HIS
OWN DOORWAY IS THE HARDEST JOB OF ALL.



THAT'S WHY WON'T
YOU JUST DEPART THIS
MONEY HAVE HARD LOVE
THAT'S DIFFERENT
ENDING ALREADY!



ATONEMENT WITH THE FATHER
USING THE MOPE DERIVED FROM THE
SUCCESS, THE HERO OVERCOMES
THE TERROR OF THE FATHER'S EGG-
SMITHERING INITIATION!

LIKE
I AM YOUR
FATHER!
I'M GAY!
OH... I'M
NEVER MIND...



THE MEETING WITH THE
GODDESS
THE TRIUMPHANT HERO-SOUL IS
COURTED WITH THE EARTH MOTHER,
THE WORLD-SOUL!



CROSSING THE
FIRST THRESHOLD
THE HERO MUST OVERCOME THE GUARDIAN TO THE
ENTRANCE OF THE ZONE OF AMPLIFIED POWER!
LEAVE THIS SQUARE ONLY BY KILLING A DAVE!



MAGIC FLIGHT
BUT AT LAST THE HERO IS
COMMUNICATED TO RETURN WITH
THE UNDISCOVERED RELICS FOR
THE GOOD OF SOCIETY!
NOW I SWEET!

NORMAL IS
FOR SUCKERS!
-BOBBI-



THE ULTIMATE
BOON
SCOOOOOOOOO!
HAVING PASSED THE
INITIATION, THE HERO
HAS UNLOCKED THE
SECRETS OF THE
GOOD! ROLL AGAIN!



THE ROAD OF TRIALS
THE HERO MUST FIGHT BACK
THROUGH A GAUNTLET OF EVER-
GREATER CHALLENGES. LEAVE THE
SQUARE ONLY BY KILLING A GUY!



THE BELLY OF THE WHALE
THE HERO IS SWALLOWED BY THE
UNKNOWN TO THE OUTSIDE WORLD
-E NIGHT AS WELL BE DEAD!
-LOSS A TURN!

WE'RE
SCARED

Running
Dumbly

Your Task

- Write a Story that Closely Follows the Hero's Journey/MonoMyth. It Must:
 - Have the 5 basic elements (more for higher scores & it will help you think of ideas).
 - Your Protagonist must show HUBRIS
 - It must start "In Media Res" (in the middle of the action- with flashbacks.
 - Incorporate at least one EPIC SIMILE