



THE HERO'S JOURNEY

THIS IS BASED ON

MATERIAL CREATED BY

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Thompson
and
Reg Harris**

2011 Due Date

- **This assignment is due on or before May 22, 2012.**
- **Work will not be accepted late**
- **For any reason, under any conditions!**
- **Work will not be accepted late ...**
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Instructions

To do this assignment well, students must first learn the Hero's Journey. This presentation will lay out the rules of that journey, but the student must study the particulars and relate them to specific examples. The examples provided on the website are there so that students can learn specifics. This instruction is self-developed through analysis and application of techniques. All students doing this task have the thinking ability to successfully complete the task, but it will require some thinking and application time..

THE HERO'S JOURNEY

Movies and various forms of literature see characters experiencing the Hero's Journey. In mythology, heroes take great journeys: to slay Medusa, to kill the minotaur, to find the golden fleece, to rescue the sun. But the hero's journey (or quest) isn't just a pattern from myth. It's the pattern of life, growth and experience – for all of us. We see it reflected everywhere, from a simple television comedy to the great works of classical literature.

PARALLELS THE RITE OF PASSAGE

The journey has the same three stages as the *Rite of Passage*. First the would-be hero faces *separation* from his own familiar world. Once separated, he undergoes *initiation and transformation*, where the old ways of thinking and acting are altered or destroyed, opening the way to a new level of awareness, skill and freedom. After the initiation, the hero takes the journey's final step, *the return* to his world. When he does he will find that he is a more confident, perceptive and capable person.

THE RITE OF PASSAGE

For native cultures the most important ritual for both the individual and the village was the *rite of passage* . The passage from childhood to adulthood. Native people saw the *rite of passage* as a symbolic death and rebirth, the death of the child's weak, dependent self and the rebirth of the strong, capable adult. The ritual told the child that he had to learn to think in a new way.

WE ARE THE HERO'S JOURNEY

Why study the hero's journey? Why learn a pattern that dates back to before recorded history? The answer is simple: We should study it because it's the pattern of human experience, of our experience and we will live it for the rest of our lives.

In movies, character's often live through the hero's journey.

EIGHT STEP TRANSFORMATION

The hero's journey is generally divided into eight steps, but remember that the journey is an individual process of growth and transformation. The sequence and duration of the experience will vary from one character to another. Here are the basic elements in the hero's journey.

SEPARATION

- **The Call**

- **The Threshold**

(With guardians, helpers and mentor)

INITIATION AND TRANSFORMATION

- **The Challenges**
- **The Abyss**
- **The Transformation**
- **The Revelation**
- **The Atonement**

THE RETURN

(TO THE KNOWN WORLD)

— The Return

(with a gift or gifts)

THE CALL

The call invites the would-be hero into the adventure, offers the opportunity to face the unknown and gain something of physical or spiritual value. The would-be hero may choose willingly to undertake the quest or may be dragged into it unwillingly.

THE CALL

The call invites the initiate into the adventure.

The initiate may choose willingly to undertake the quest, or may be dragged into it unwillingly. In general the call comes as a realization of an imbalance or injustice in the would-be hero's life. The call can take many forms.

—The would-be hero has something taken from him, his family or society. The quest is to reclaim it.

—The would-be hero wants to save or restore honor.

—The would-be hero senses that there is something lacking in his life and he must find what is missing.

—The would-be hero realizes that something is not permitted to members of his society, and goes out to win these rights for his people.

THE THRESHOLD

Once called to the adventure, the would-be hero must pass over the **threshold**, the “jumping off point” once past the **threshold** the hero enters the unknown a different world of dangers and challenges.

Often at *the threshold*, the initiate may encounter people, beings, or situations which block the passage into the journey.

THRESHOLD GUARDIANS

These are called the *Threshold guardians* have two functions: First, protect the hero by keeping them from taking journeys before they are ready, second, once ready, to step aside and point the way. Once the hero is past the guardian, they are committed and ready for the journey.

Early in our lives, our parents function as our *threshold guardians*.

HELPERS AND MENTORS

At the **threshold** and later in the journey *helpers* provide assistance or direction. *Helpers* often come in the form of a divine gift such as a talisman which helps in the ordeal ahead.

The most important helpers are *mentors*. *Mentors* keep the hero focused on the goal and gives stability a psychological foundation when danger is greatest.

INITIATION

On a quest the would-be hero faces a series of challenges or temptations. The early challenges are relatively easy. Meeting them successfully, the hero builds maturity, skill and confidence. As the journey progresses the challenges become more difficult forcing change and growth. Thus begins the process of transformation. The journey's challenges always seem to strike the heroes greatest weakness: his poorest skill, his shakiest knowledge, his most vulnerable emotions. Challenges always reflect the hero's needs and fears, for it is only by directly facing these weaknesses that they can be overcome.

INTO THE ABYSS

When the hero reaches the abyss, he faces the greatest challenge of the journey. The challenge is so great at this point that the hero must surrender himself completely to the quest, lose himself in the adventure and become one with it. In the **Abyss the hero must overcome his greatest fears and he must face them alone. Here is where he must “**slay the dragon,**” which is often the shape of something he dreads or needs to resolve.**

INTO THE ABYSS

There is always the possibility that the hero is not ready or has a flaw in his character, and the challenge beats him. Or perhaps he can't surrender himself to it and must retreat. In any case, unless he sets off to try again, life becomes a shadow of what it should be, and he will become dissatisfied and bitter.

When you look into the abyss

the abyss also looks into you.

Friedrich Nietzsche

TRANSFORMATION

As the hero conquers the abyss and overcomes his fears, his transformation is complete. Often the final step in the process is a moment of death and rebirth. A part of the would-be hero dies so that a new part can be born.

Fear must die to make way for courage.

Ignorance must die for the birth of enlighten.

Dependency and irresponsibility must die so the independence and power can grow.

REVELATION

Part of the *transformation* process is a *revelation*, a sudden, dramatic change in the way one thinks or views life. This change in thinking is crucial because it makes the initiate a truly different person. The *Revelation* usually occurs during or after the *Abyss*, but sometimes may lead the initiate into the *Abyss*.

ATONEMENT

After the hero has been transformed, he goes on to achieve *Atonement*, that he is “at-one” with his new self and life. The hero has absorbed the changes caused by the journey and he is fully “reborn.” The imbalance which sent him on the journey has been corrected the initiate is now truly a “hero” as he is content at last.

ATONEMENT

**Here the hero receives a “*boon*”
a gift which is bestowed up him
based on his new level of skill
and awareness. He may
become richer or stronger, he
may win a wife or become a
great leader or may become
enlightened spiritually.**

THE RETURN

After the *transformation* and *Atonement* the hero faces the final stage of the journey: his return to everyday life. The essence of *the return* is to begin contributing to one's society.

We know the story of the heroes journey because it is around us today. It is the basis for almost all of the books, plays, television dramas and movies we enjoy. In essence, it is our story.

**END OF SEMESTER
ASSIGNMENT**

**THE CINEMA AS
LITERATURE FINAL**

ASSIGNMENT

Create a **creative** presentation

-PowerPoint

- **Essay**

-Movie

- **Performance**

Map a hero's journey experienced by characters from a film of your choosing. It does not have to be from a film we say in class this year.

Decide on a film title and get approval before beginning. Mr. Fowler does not want to see fifty projects on one film.

INTRODUCTION

Explain, discuss and present information about the film's:

- Plot**
- Screenplay and Direction**
- Characters**
- Cast**
- Techniques and Technology**

EIGHT STEPS OF THE HERO'S TRANSFORMATION

Explain in detail the eight steps of the hero's transformation.

1The Call

2The Threshold

identify guardians, helpers and mentors

3The Challenges

4The Abyss

5The Transformation

6The Revelation

7The Atonement

8The Return

identify and explain the gift

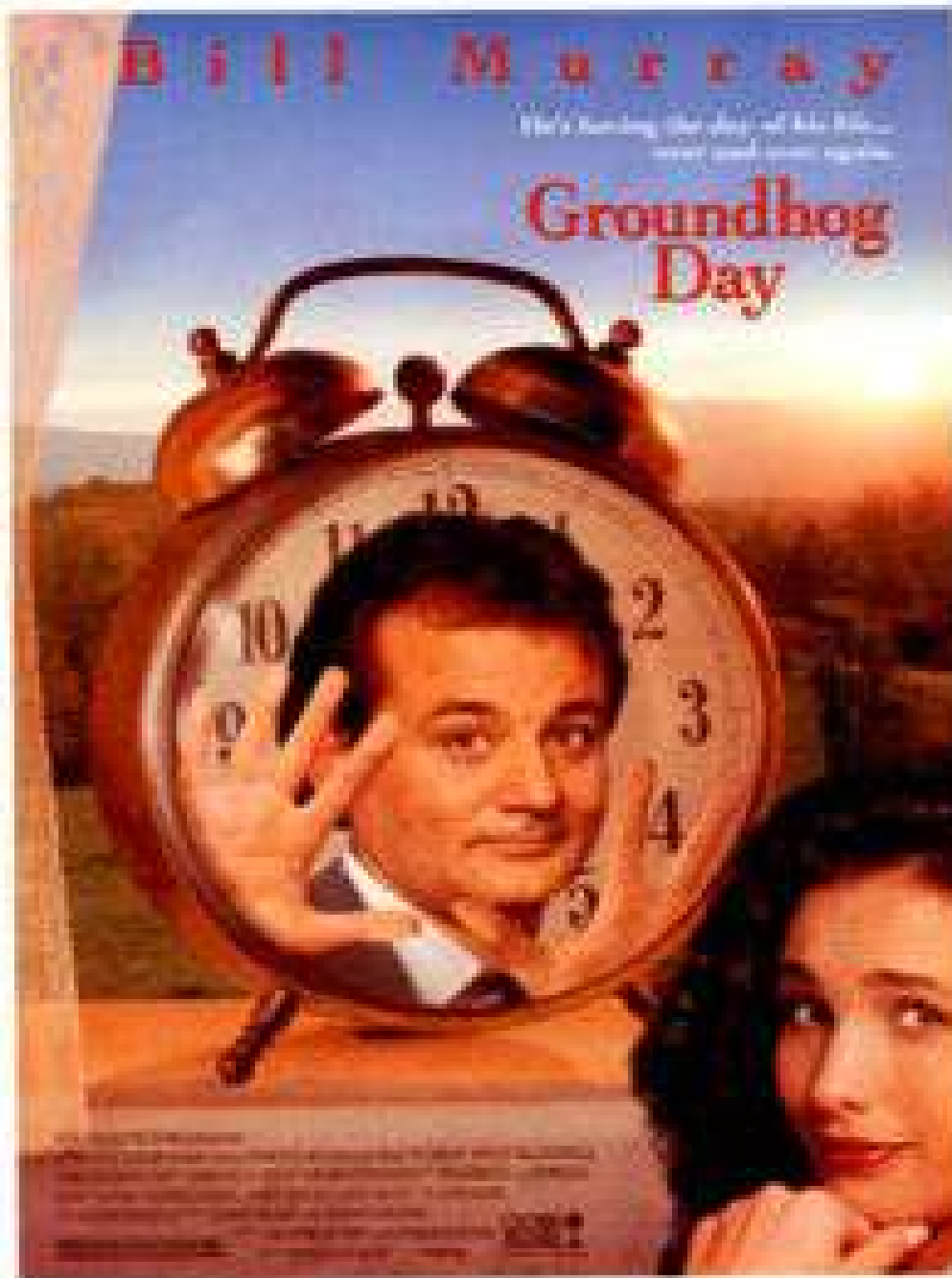
CONCLUSION

Tie all cinematic elements together

- Critical reviews**
- Public reception**
- Earnings**
- Legacy**

**A FEW
SUGGESTED
FILMS AND
HEROES.**

Mr. Fowler has posted on his website a sample presentation of the Hero's Journey project for a film we watched together this year. Obviously, you may not select this film for your project.



Sample is
posted

KEVIN • COSTNER

When Mr. King's farm is washed out by a flood
Three days later he discovers a magical gift.

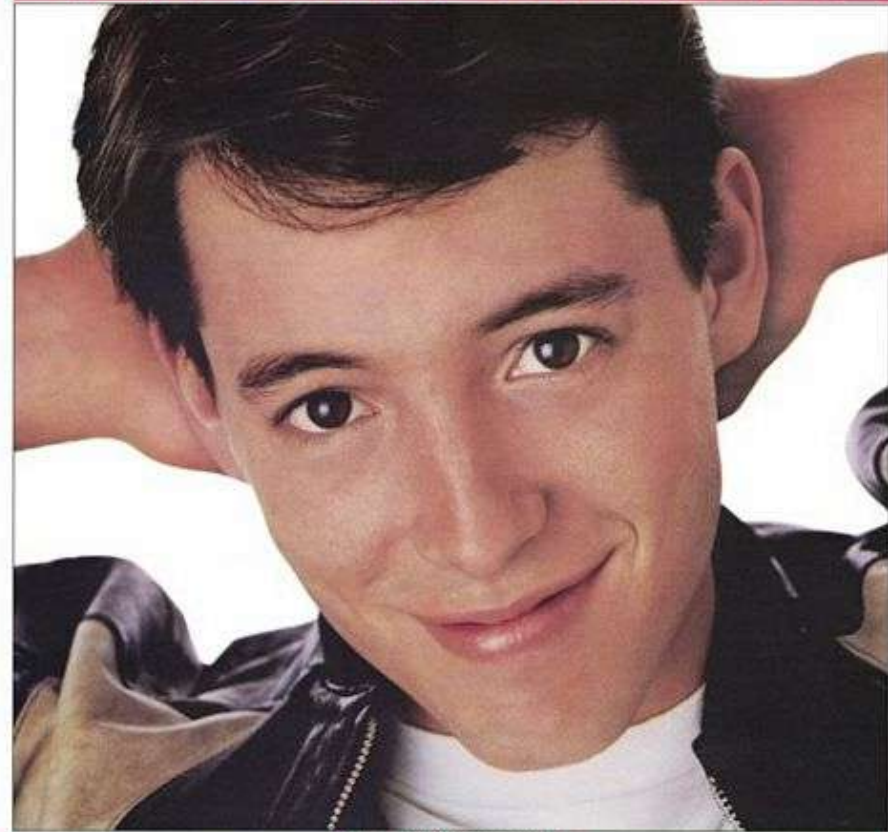


FIELD OF DREAMS

When Mr. King's farm is washed out by a flood
Three days later he discovers a magical gift.
When Mr. King's farm is washed out by a flood
Three days later he discovers a magical gift.



LEISURE RULES



MATTHEW BRODERICK

FERRIS BUELLER'S DAY OFF

One man's struggle to take it easy.

A JOHN HUGHES FILM

PARAMOUNT PICTURES PRESENTS FERRIS BUELLER'S DAY OFF
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PRODUCED BY JOHN HUGHES AND TOM JACOBSON WRITTEN AND DIRECTED BY JOHN HUGHES
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PG-13 PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13

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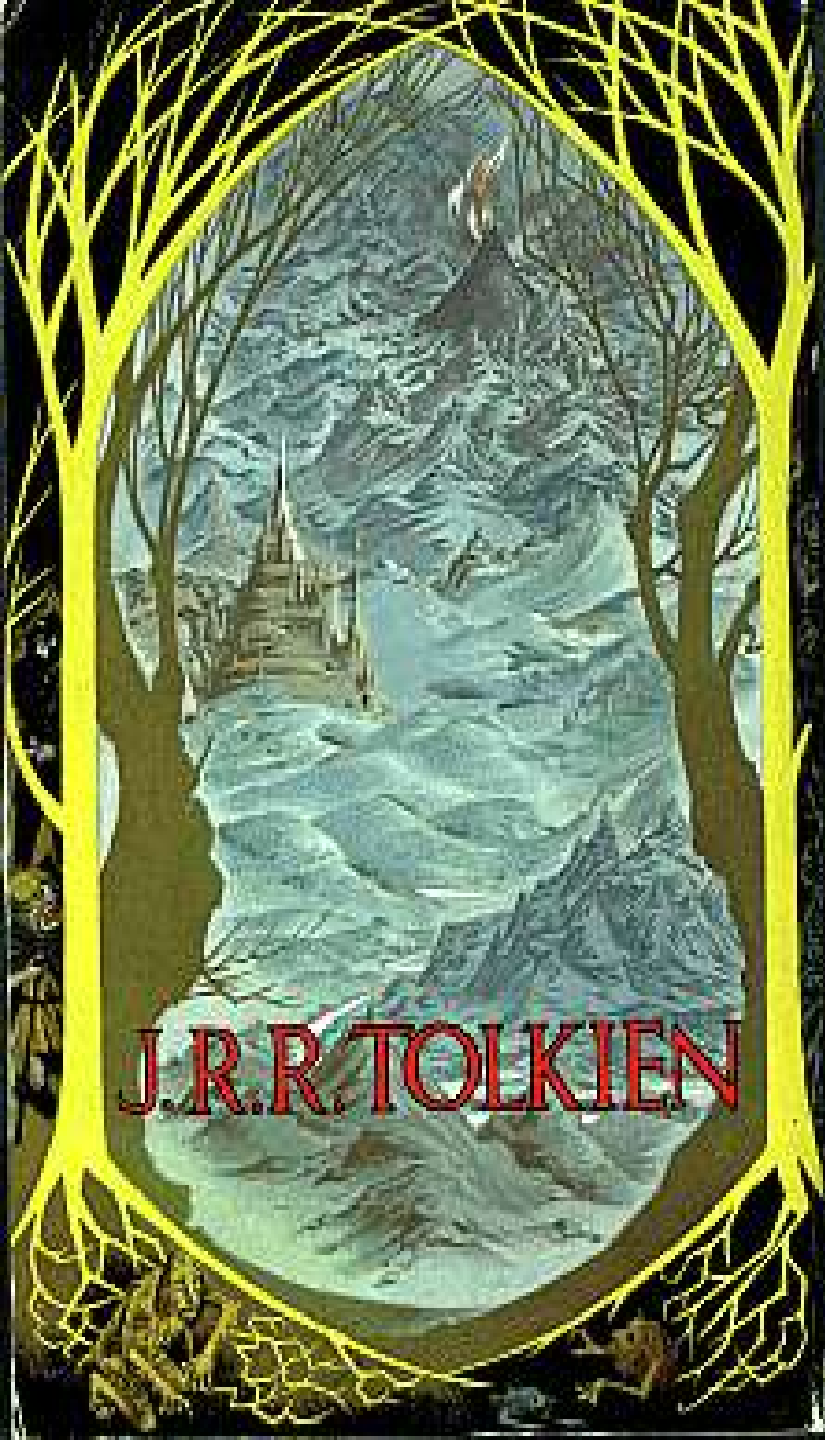


100079 FERRIS BUELLER'S DAY OFF



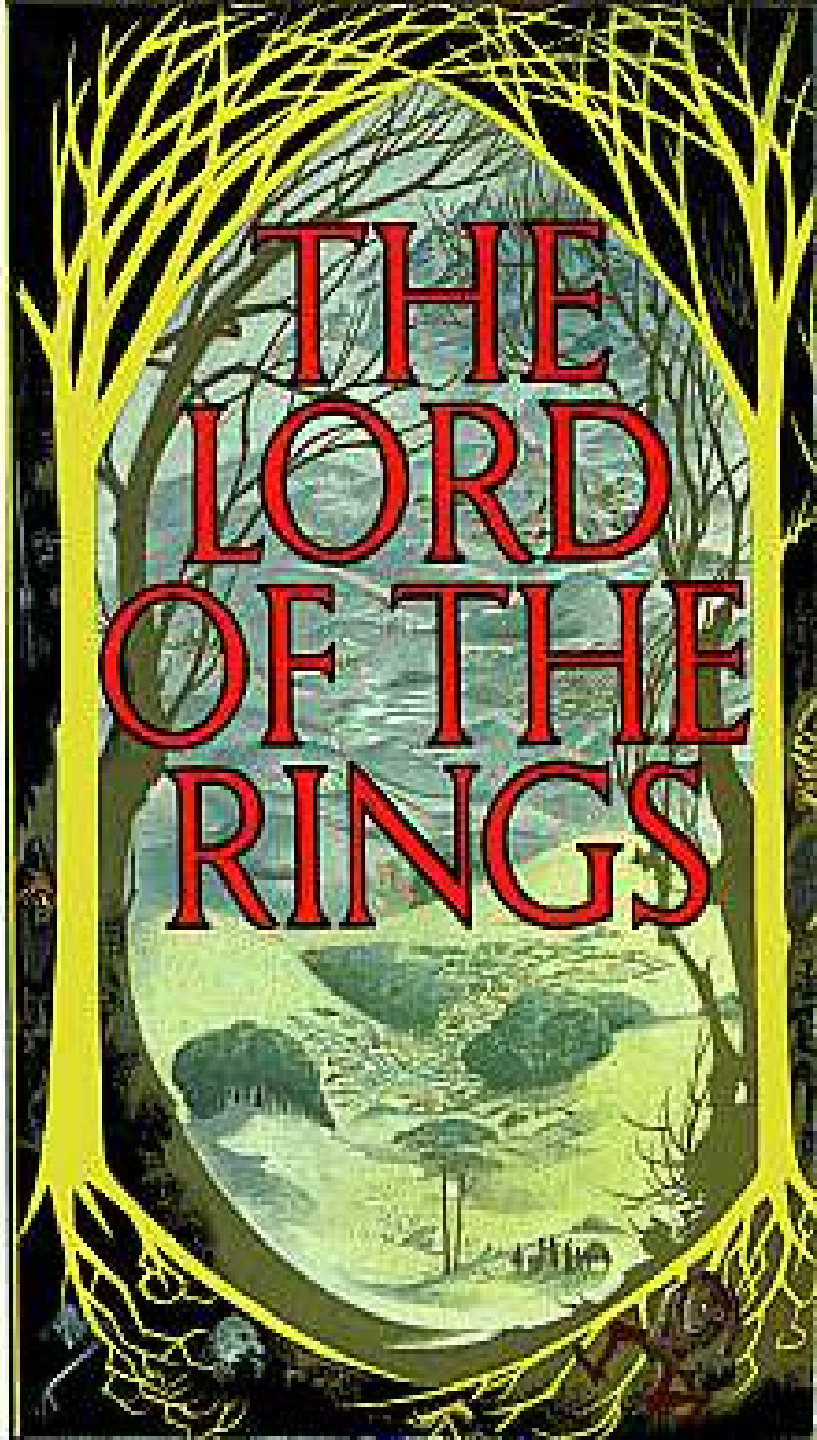
STAR
WAR





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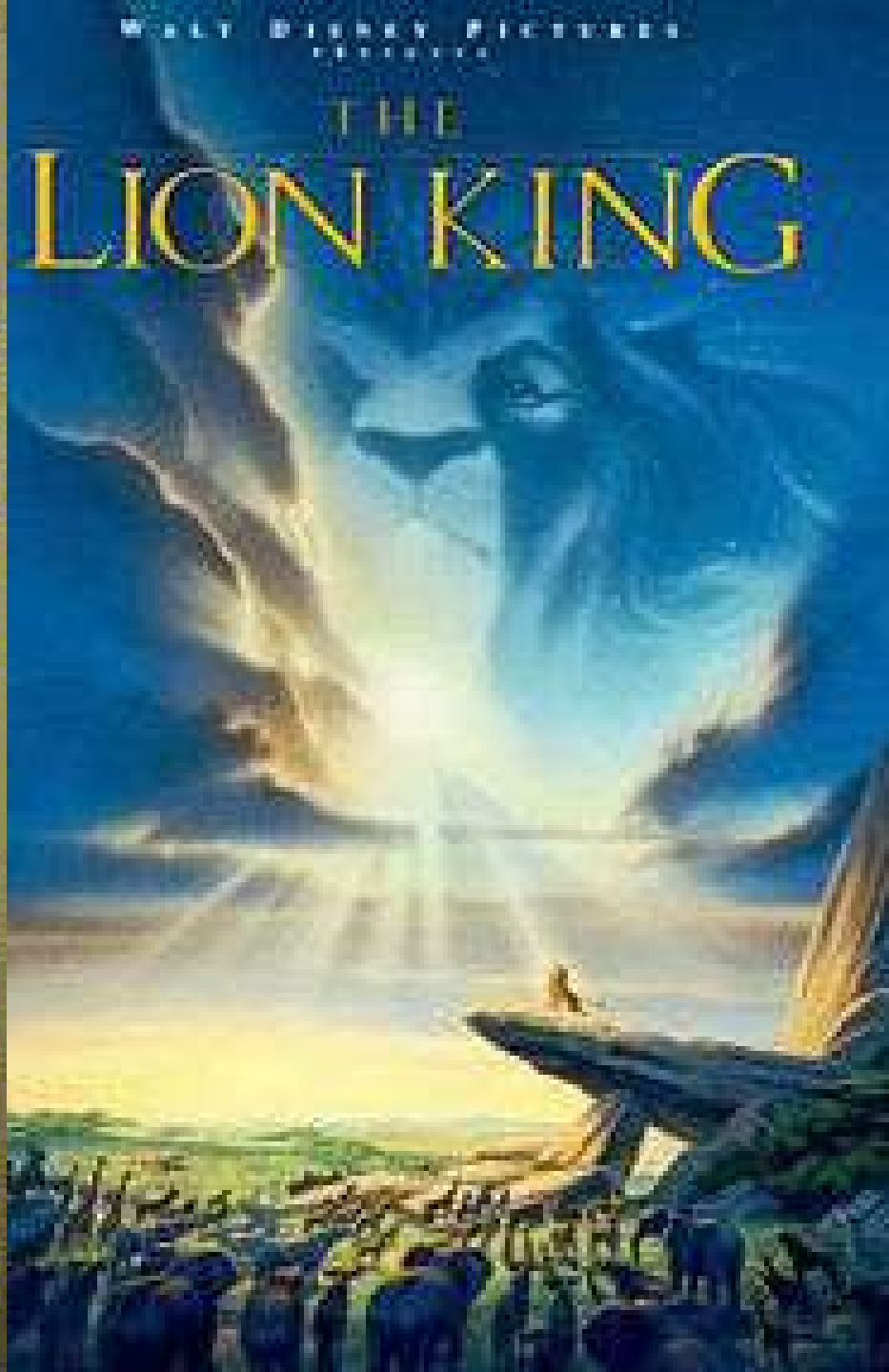


LABYRINTH

When a young girl is kidnapped by a monster, she must journey through a maze to rescue him.

MPAA Rating: PG

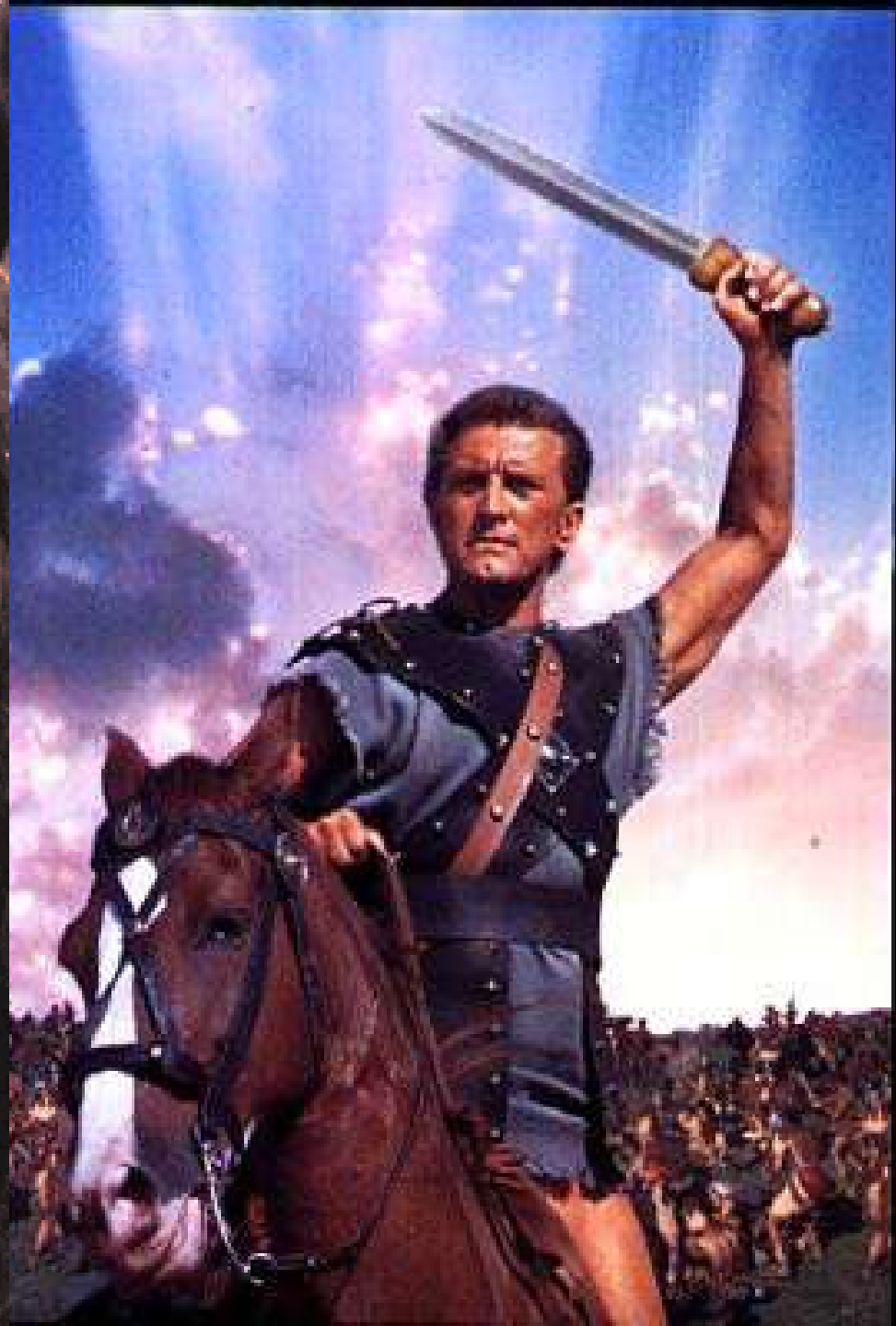
Walt Disney Pictures



WALT DISNEY PICTURES PRESENTS

THE LION KING





**THE
END**