

Joseph Campbell (1904-1984)

The Hero with a Thousand Faces (first published in 1949) is a comparative study on world mythology: Theory of the journey of the universal archetypal hero.

Examples: George Lucas: Star Wars

Central myths from around the world which have survived for thousands of years all share a fundamental structure: the monomyth.

A hero departs from the world of common day into a region of supernatural wonder: he gets in touch with fabulous forces and a decisive victory is won: the hero returns from this mysterious adventure with the power to bless his fellows.

Structure of the Monomyth

The three stages of The Rites of Passage: Separation, Initiation and Return

1. A call to adventure. The hero starts in the ordinary world, and receives a call to enter an unusual world of strange powers and events.

2. A road of trials. If the hero accepts the call to enter this strange world, the hero must face tasks and trials and may have to face these trials alone, or may have assistance. At its most intense, the hero must survive a severe challenge, often with help earned along the journey.

2a. Achievement of the goal/boon. If the hero survives, the hero may achieve a great gift (the goal or "boon"), which often results in the discovery of important self-knowledge.

3. The return to the ordinary world. The hero must then decide whether to return with this boon often facing challenges on the return journey. If the hero is successful in returning, the boon or gift may be used to improve the world (the application of the boon).

The classic examples of the monomyth: the stories of Osiris, Prometheus, the Buddha, Moses, and Jesus.

In the Odyssey, you'll see three journeys.

1. Telemachus, the son, going in quest of his father.

2. The father Odysseus, becoming reconciled and related to the female principle in the sense of male-female relationship, rather than the male mastery of the female that was at the center of the Iliad.

3. Penelope herself, whose journey is endurance. Out in Nantucket, you see all those cottages with the widow's walk up on the roof: when my husband comes back from the sea. Two journeys through space and one through time

The stations of a hero's journey:

1. Call: experience of a defect or sudden appearance of a task
2. Refusal: The hero hesitates to accept the call, for example, because he is losing security.

3. Move: He overcomes his hesitation and sets off on the journey..
4. occurrence of problems that can be interpreted as tests
5. supernatural help: The hero encounters unexpected help from one or more mentors.
6. The first obstacle: Difficult task. The fight against the dragon etc. is representing the fight against own doubts, illusions,
7. Continuous problems and tasks, supernatural help.
8. Initiation and Transformation of the hero: Reception or robbery of an elixir or treasure that could save the world of everyday life. This treasure can be made in an inner experience that is symbolized by an external object.
9. Refusal to Return: The hero hesitates to return to the world of everyday life.
10. Exit the underworld: the hero is moved by internal motives or external compulsion to return, which takes place in a magical flight or in an escape from negative forces.
11. Return: The hero crosses to the everyday world. He encounters disbelief or lack of understanding, he needs to integrate the achievements of the journey into his normal life. (Harry Potter isn't allowed to do magic in the normal world, but his owl is joining him to the muggles world)
12. Master of two worlds: The hero combines everyday life with his new-found knowledge, the society can share his discoveries.

Christopher Vogler designed this journey of the hero as a guide for writers, which takes attention especially in Hollywood. His concept is based on the model designed by Joseph Campbell.

1. The starting point is the usual, boring or insufficient world of the hero.
2. The hero is called by a messenger for adventure.
3. He's refusing the call first.
4. A mentor persuaded him then, to make the journey, and the adventure begins.
5. The hero does the first step, after which there is no turning back.
6. The hero is faced with first tasks and tests and meets allies and enemies.
7. Now he is entering the deepest cave, the most dangerous point, before he meets the enemy.
8. Here, the crucial test will be held: confrontation and overcoming the enemy.
9. The hero is now robbing or getting the "treasure" or "the elixir" (specifically special, new knowledge: an object or abstract).
10. He takes the way back, during the return he is resurrecting from the threat of death.
11. The enemy is defeated, the elixir is in the hands of the hero. He has matured through the adventure to a new personality.
12. Journey's End: The returnees will be rewarded with recognition at home.

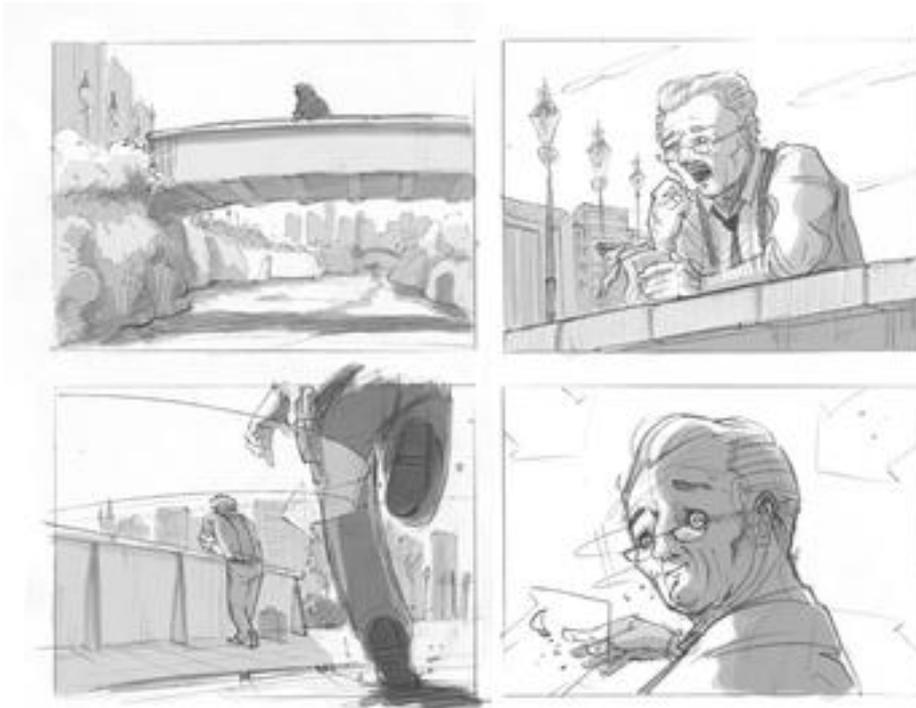
The script

Now we go into detail. Every scene, every camera angle, every dialogue - the screenwriter has to imagine and describe the sequence of the film's actions precisely second by second.

For a four-minute film you need about 6 - 8 DIN A4 pages script.

In the script, five questions have a major role.

Where, When, Who, How and Why. Let us analyze the example as the following picture:



1. Where? the scene is located? On a bridge upon a river in a city
2. When? means in the film always the present, so the here and now (unless it is specially marked.) The audience learns about the actual time of day or season by the optics (night, day, looking at the clock, etc.). Here we have daytime, the streetlamps look historical, 19th century in Europe
3. Who? the actors. In this case a man on the bridge and a second person appearing
4. How? the audience needs all the information to combine to. Here it is daytime, the hero is in a big depression, the approach of a second person is introducing a turning point in the story or it is the beginning of the story introducing the hero and his helper.
6. Why? in logically scene construction, everything must be consistent. The next step of this scene has to be a central dialogue.

Picture	Dialogue	Additional sound
Extreme long shot of the bridge, a man is standing on it, staring at the water of the river		Rippling water
Medium shot of the man on the bridge. He is screaming something	Toby!!!!!!!	Rippling water
Middle shot on a low level. Another character is approaching, he's running, we see only	Mr. Bell Mr. Bell?!	Rippling water, running feet

the legs. From the
voice we understand
it is a young man

Close up, Mr. Bell is
turning his head. He
looks puzzled