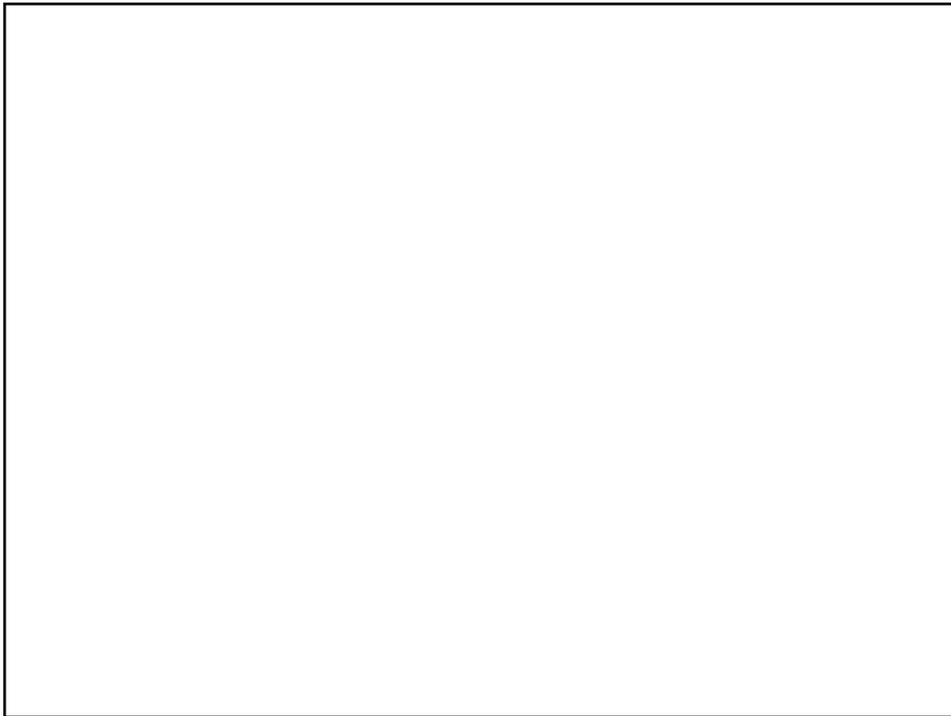
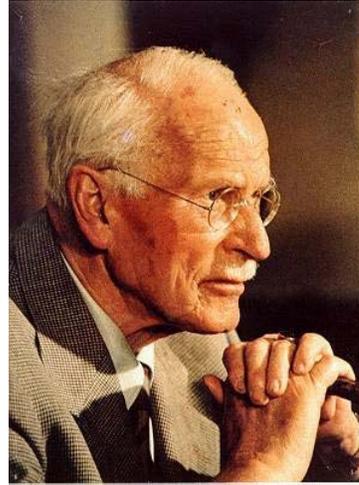


Archetype Notes

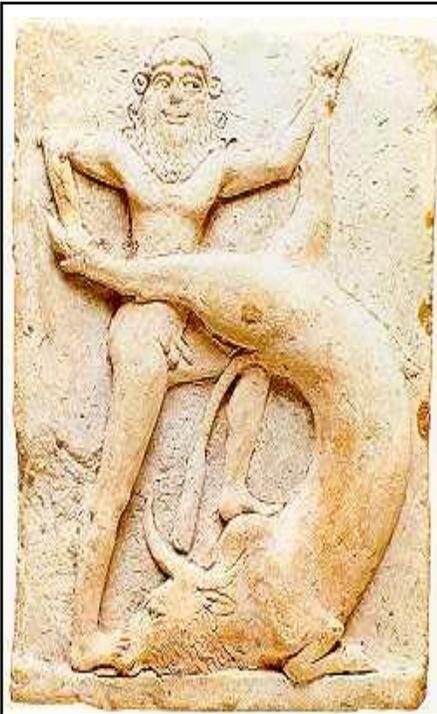


WHAT IS AN ARCHETYPE?

CARL JUNG discovered that humans have a “preconscious *psychic* disposition.” In other words, humans all share certain *unconscious*, *INSTINCTUAL* ideas, dreams and notions. When these ideas come out in *images* or in *literature*, we call them ARCHETYPES.

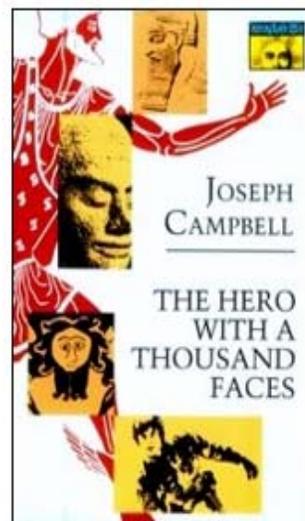


According to Jung, archetypes are a result of a universal unconsciousness and because of this, universal patterns begin to surface in art.



This is why so many stories, tales, epics and parables share **SIMILAR** characters, symbols, themes and stages of plot development, even literature written in different parts of the world, in different **CULTURES** and at different times in **HISTORY!**

Stories also share patterns; these patterns will often take a **CIRCULAR** form from the beginning to the end of the story. One example of this is the **HERO'S JOURNEY** or the **HERO CYCLE.**



ARCHETYPE DEFINED:

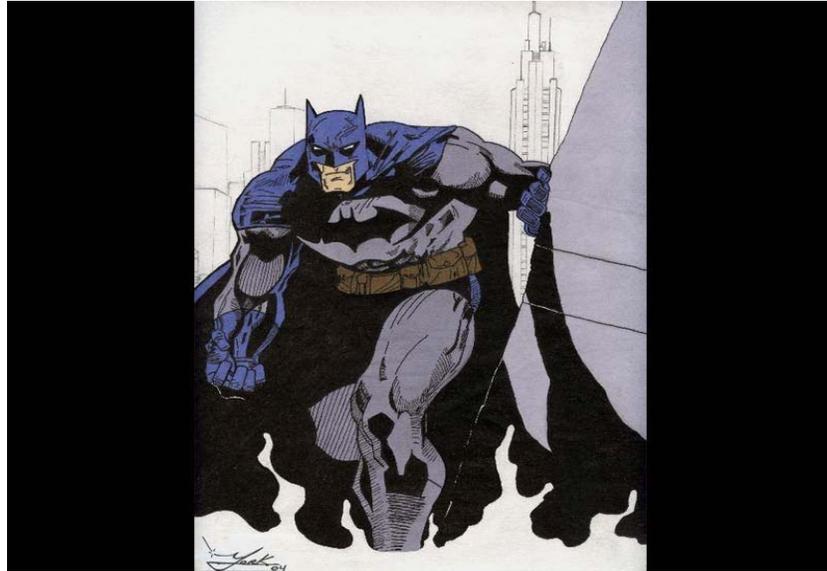


a recurring
pattern of
characters,
situations, or
symbols existing
universally and
instinctively in
man's
unconscious.

Character Archetypes!



HERO/HEROINE



HERO

- Mysterious birth
- Homeward bound
- Loses favor
- Transfers from **external** to **internal** world
- Is often **reborn** in some way
- Will often discover that they “**had the power all along**”



The Hero- Quotes from Joseph Campbell's *The Hero With a 1000 Faces*

- “The hero is a man of **self-achieved submission**. But submission to what? That precisely is the riddle that today we have to ask ourselves and that it is everywhere the **primary virtue and historic deed of the hero to have solved.**” (16)
- “The first step, **detachment or withdrawal**, consists in a radical **transfer of emphasis from the external to the internal world**, macro- to microcosm...” (17)
- “...so that he comes back as one **reborn**, made great and filled with creative power... **to see again what has always been revealed.**” (36)
- “The **godly powers sought and dangerously won** are revealed to have been **within the heart of the hero all the time.**” (39)

MENTOR(S): someone the hero looks up to and who teaches the hero what they need to know.



FATHER-SON CONFLICT

(can also be viewed as a situational archetype, but does effect the characters that are involved)

- **Separation**
- **Disagreement between father and son**
- **Resentment of father by his son**



HUNTING GROUP COMPANIONS

(Can also be viewed as either a situational or a character archetype).

Often a group of hunting companions will become lost in the woods and unwillingly discover adventure and danger there.



LOYAL RETAINERS: those who stand beside the main character **through everything.**



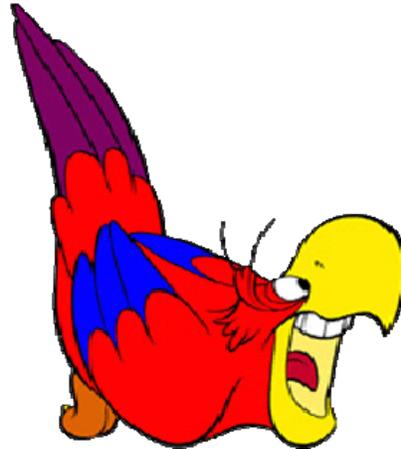
FRIENDLY BEAST

Appears to be a horrible monster, but has a heart of gold and helps our hero.



EVIL FIGURE-GOOD HEART

- **Saved from eternal evil or wrongdoings by hero's nobility**
- **Saved by love**



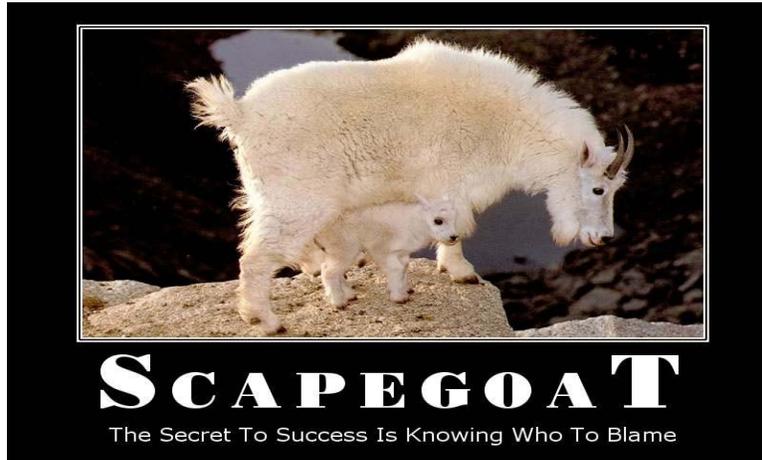
Outcast

- **Wanderer**
- **Disagrees with societal norms**



SCAPEGOAT:

one who is blamed for other's actions or wrongdoings



DEVIL FIGURE



An evil figure with devil-like characteristics

CREATURE OF NIGHTMARE

An evil creature **born from man's** (often our hero's) deepest, darkest, **psychological fears.**



STAR-CROSSED LOVERS



(Can be viewed as character or situational)

When fate, the gods, or other mystical outside forces work against true love.

I know, it's sad. ☹️

WOMEN: “The Meeting with the Goddess”



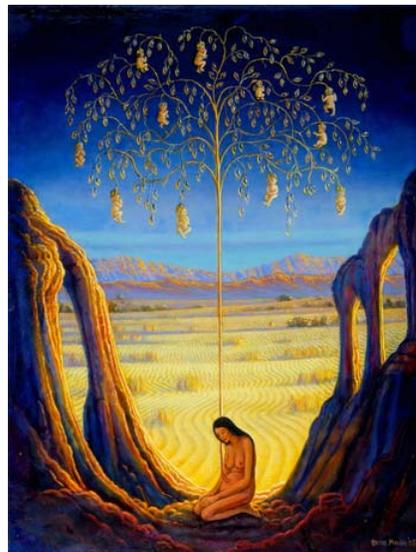
THE EARTH MOTHER

Quote:

**“She is the world creatrix, ever
Mother, ever virgin.”**

(114, *The Hero With a 1000 Faces*, Joseph
Campbell)

**Goddess type
figure who gives
life and guides
our hero.**



THE TEMPTRESS

Tempts our hero to abandon his quest, often with promises of riches, beauty, love or lust.



THE PLATONIC IDEAL



The ultimate woman who, for various reasons, is not romantically involved with the hero.

THE UNFAITHFUL WIFE

**Through her adultery, an entire kingdom, quest, or world may be destroyed.
Lesson: DON'T CHEAT!**

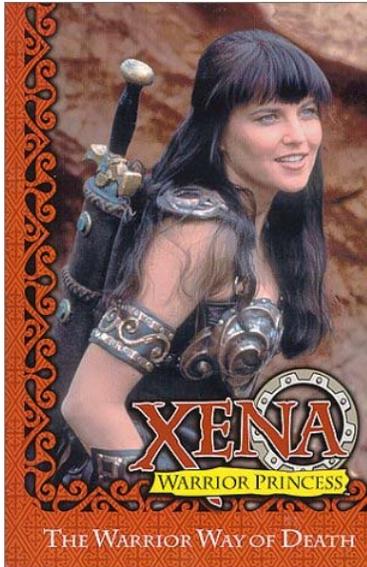


THE DAMSEL IN DISTRESS



A woman, often of noble birth, who *must be saved by our hero.*

WARRIOR



A relatively modern archetype where a female warrior battles evil with brute force, strength and cunning.

SITUATIONAL ARCHETYPES



QUEST

Describes the **search for someone or something**, which, when found and brought back **will restore a wasteland, bring peace or heal the desperation of a leader's illness/ disability.**



JOURNEY

Sends hero in search of some truth or **information** which is necessary to restore the kingdom. Usually the hero **descends into a real or psychological hell** and is forced to discover the **blackest truths**; these often concern his own **faults.**





TASK • May include saving the kingdom, winning the fair lady, rescuing the damsel in distress. The hero must perform some sort of superhuman deed, so he may resume his rightful position. **NOT** the same as the quest.



• **Example: Arthur pulls Excalibur from the stone**

Initiation

Generally initiates hero into adult life. Adolescent comes into maturity with new awareness and skills as well as new hope for the community.



THE RITUAL

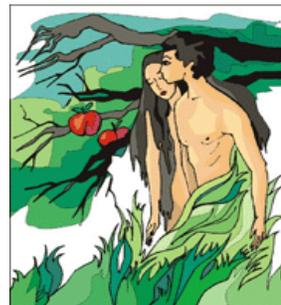
This is the actual ceremony that will mark the initiate's rite of passage into another state of being.



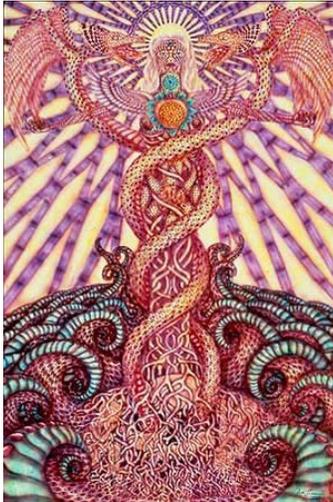
The Fall

Describes a descent from a higher to a lower state of being.

The experience involves a loss of innocence & bliss and is often accompanied by expulsion from a kind of paradise as penalty for disobedience.



DEATH and REBIRTH



The hero goes through some form of **metamorphosis** (usually **physical, psychological AND spiritual**) which, in some way, symbolizes, or is symbolized by, his/ her death and rebirth.

NATURE vs. MECHANISTIC WORLD

Nature= good

Technology/
society= bad



Battle Between GOOD and EVIL

Mankind often shows **eternal optimism** in the continual portrayal of **good triumphing over evil** in spite of great odds.



UNHEALABLE WOUND

The wound is either physical or psychological and cannot be fully healed; this often indicates the loss of innocence. These wounds often ache and drive the sufferer to desperate measures.



The Magic Weapon

The weapon symbolizes the extraordinary quality of the hero because no one else can wield the weapon or use it to its full potential. It is usually given to the hero by a mentor figure.



Symbolic Archetypes



LIGHT and DARKNESS

Light= enlightenment, wisdom, good

Darkness= the unknown, ignorance,
evil



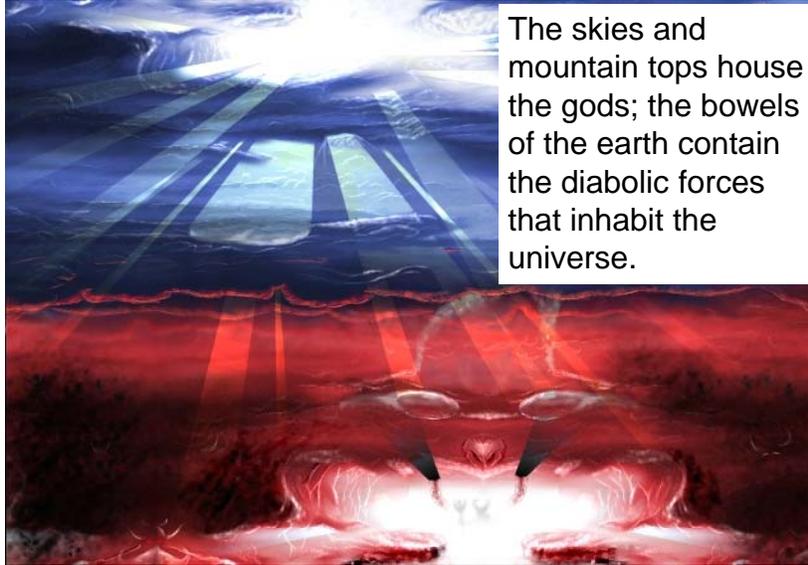
WATER & DESERT

Water= birth, rebirth, creation, purification,
growth, ex. Spiritual rebirth happens
during baptism

Desert= spiritual aridity, death, hopelessness

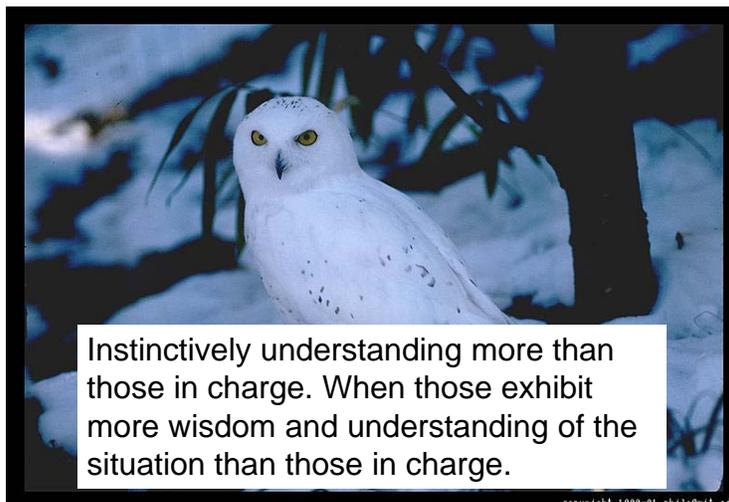


HEAVEN & HELL



The skies and mountain tops house the gods; the bowels of the earth contain the diabolic forces that inhabit the universe.

Innate Wisdom vs. Educated Stupidity



Instinctively understanding more than those in charge. When those exhibit more wisdom and understanding of the situation than those in charge.

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HAVEN VS. WILDERNESS



Places of safety contrast sharply against the dangerous wilderness. Heroes are often sheltered for a time to regain health and resources.

The Sun

Sun= creative energy, thinking,
enlightenment, wisdom, spiritual vision

Rising Sun= birth, creation, the beginning of
something

Setting Sun= death, the end of something



COLORS

- Red=blood, sacrifice, passion, disorder, violence
- Green=growth, hope, fertility, nature
- Blue=positivity, tranquility, security
- White=light, purity, innocence (negative: nothingness, terror, death)
- Yellow=enlightenment, wisdom
- Black=evil, darkness, chaos, mystery, the unknown, death

Serpent (Snake, Worm)

Symbol of energy
and pure force
(libido),
evil corruption,
sensuality,
destruction, and
evil.



NUMBERS

- 3= light, spiritual awareness, unity
- 4= circle, life cycle, four seasons, earth.
- 6= evil, sin, man
- 7= completion of a cycle, perfect order, religion, (3+4=7), luck
- 13= evil, unlucky

Garden

Paradise, innocence,
unspoiled beauty

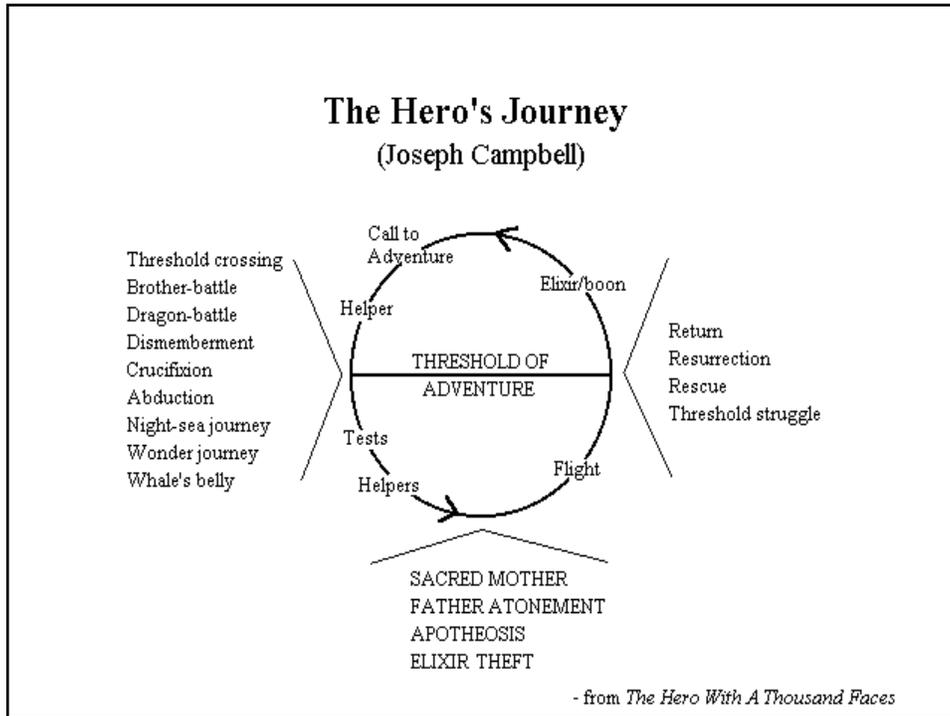


**Growth, TREE
proliferation,
immortality,
phallic symbol,
denotes life
of the cosmos**



SEASONS

- Spring= rebirth, genre= comedy
- Summer= life, genre= romance
- Fall= dying, descent, genre= tragedy
- Winter= death, nothingness, genre= irony



THE END!

Ready for a quiz over archetypes now?!