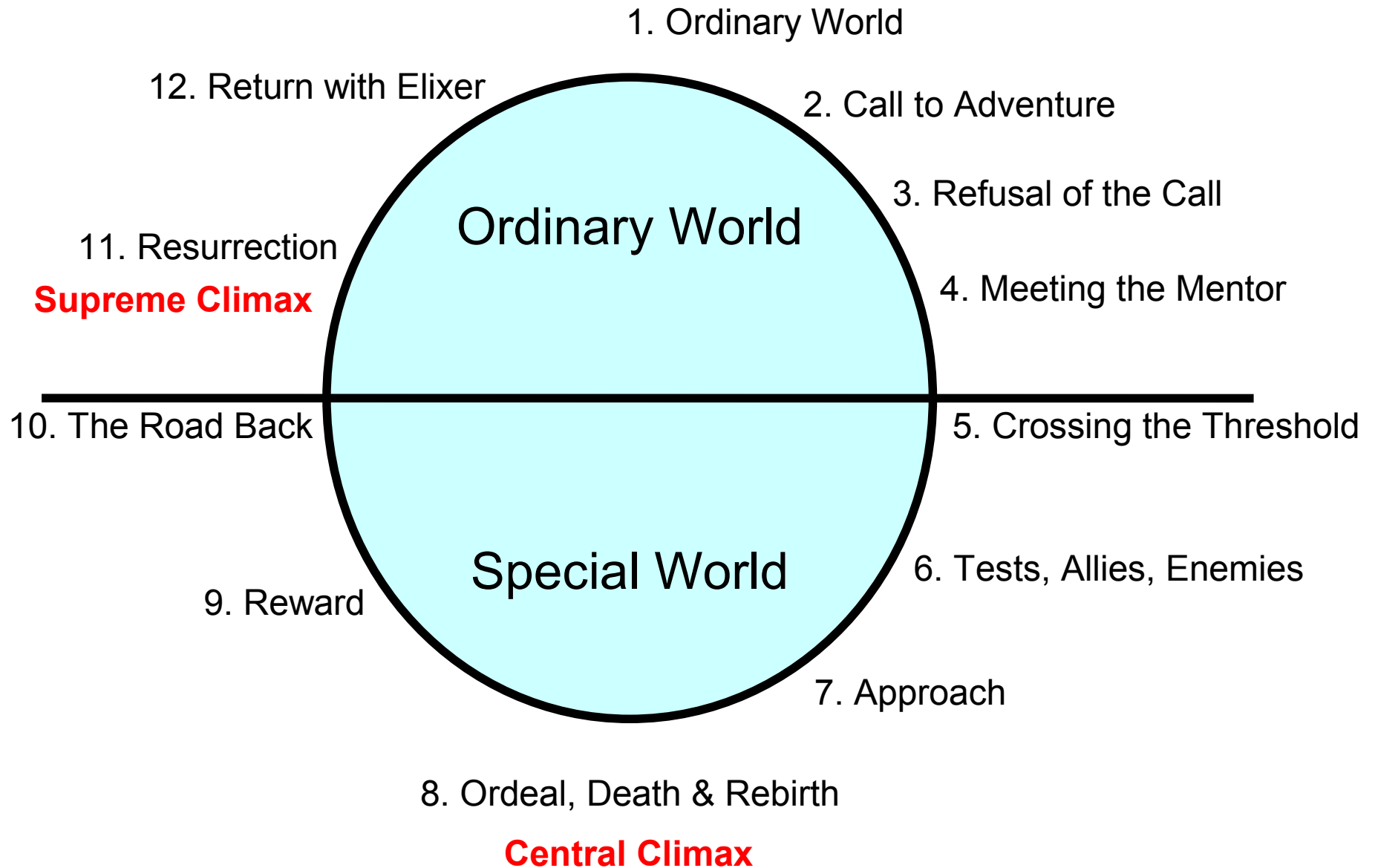


# The Writer's Journey

- Mythological structure for storytelling
- Joseph Campbell
- The Hero with a Thousand Faces

# The Hero's Journey



# The Ordinary World

- Introduce Hero (main character)
- **Contrast** between Hero and Ordinary World
- What does the Hero lack?



# Call to Adventure

- Get the story rolling
- Establish stakes
- Why should Hero go on the adventure?



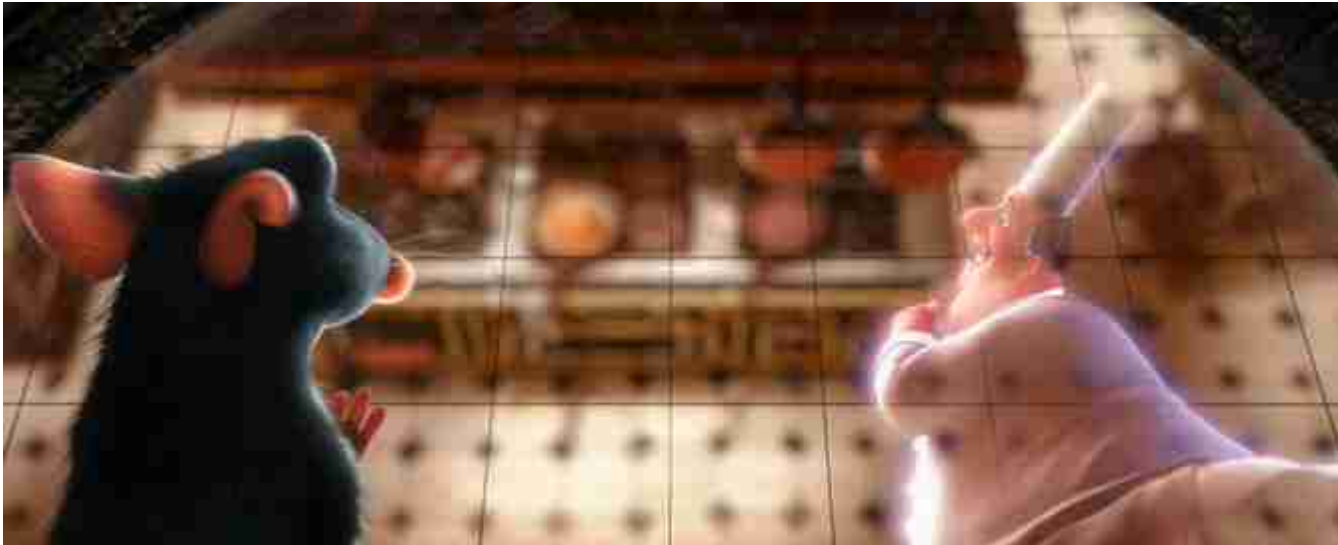
# Refusal to Call

- Dramatize Hero's hesitation
- Why should Hero NOT go on the adventure?
- May be expressed by Hero  
or by another character



# Meeting the Mentor

- Help Hero overcome obstacles
- Gives Hero something needed for Adventure



# Crossing the Threshold

- Enters Special World
- Turning point in story
- Usually the first climax



# Tests, Allies, Enemies

- Encounter new characters
- Usually in bars, saloons, cafeterias, etc
- New laws, rules, etc.



# Approach to the Inmost Cave

- Approach central climax
- New discoveries



# Central Ordeal

- Hero confronts **greatest fear**
- *(Usually)* faces death



# Reward

- Things that don't kill you make you stronger.



# The Road Back

- Reward is often transient
- Need to fully resolve the conflict
- Often a rescue, escape, chase or pursuit



# Resurrection

- Supreme Climax
- **The final test:** Hero must prove that he “deserves” to return victoriously



# Return with the Elixer

- Final Reward
- The initial **lack** in the ordinary world is fulfilled



# Questioning the Journey

- Use this structure while watching films
- Rules are made to be broken
- When and how do you break this structure?

# Movie Screening

- Star Wars / Wizard of Oz / Full Metal Jacket?
- Wednesday or Thursday?