What are archetypes?
WHAT DOES THE WORD ARCHETYPE REMIND YOU OF?
archetype (n.)
"model, first form, original pattern from which copies are made," 1540s [Barnhart] or c. 1600 [OED], from Latin archetypum, from Greek arkhetypon "pattern, model, figure on a seal," neuter of adjective arkhetypos "first-moulded," from arkhe "beginning, origin, first place" (see archon) + typos "model, type, blow, mark of a blow" (see type).

The Jungian psychology sense of "pervasive idea or image from the collective unconscious" is from 1919. Jung defined archetypal images as "forms or images of a collective nature which occur practically all over the earth as constituents of myths and at the same time as autochthonous individual products of unconscious origin." ["Psychology and Religion" 1937]
Carl Jung --
Swiss psychologist and psychiatrist whose study of the nature
of the human mind resulted in two basic concepts that are important in
examining and analyzing literature.

1. Collective Unconsciousness —
   Unconscious/ subconscious mental record of all common human
experiences (examples: love, passion, birth, death, anger, peace, evil,
spirituality)
Universal Symbols

2. Archetypes are . . .

Symbols which express our “collective unconscious,” which are our common human experiences. He first applied the term archetype to literature. Jung recognized that there were universal patterns in all stories and mythologies regardless of culture or historical period and hypothesized that part of the human mind recognizes archetypal patterns in literature, bringing patterns we all unconsciously respond to in similar ways to a conscious level.
Objects as Archetypal Images

1. Water
2. Sun
3. Circle
4. Serpent or Worm
5. Garden
6. Tree
7. Road/Train/River
8. Desert
9. Fire
**Water**

Symbolizes birth, death, resurrection, purification, redemption, fertility, growth.

The Sea: Mother of Life, Timelessness

Rivers: Baptism, Journeys
The Sun

Symbolizes energy, father figure, passage of time and life.

Rising sun: birth, creation, enlightenment, associated with the East

Setting sun: death, destruction, associated with the West
The Circle

Symbolizes wholeness, unity, oneness.
Serpent or the Worm, corresponds to the Villain

Symbolizes evil, corruption, healing energy, and force.
Symbolizes paradise, innocence, unspoiled feminine beauty, fertility.
Tree

Symbolizes growth, life, proliferation, immortality.
The Woods or the Forest

Symbolizes mystery, the unknown, the wild, a sanctuary.
Roads, Trains, Rivers

Symbolize life’s journeys.
Desert

Symbolizes lack of spirituality, death, and hopelessness.
Island

Symbolizes paradise or isolation.
Fire

Symbolizes destruction, rebirth, purification.
Archetypal Colors

Red: blood, sacrifice, passion, disorder
Green: growth, hope, fertility (negatives: jealousy)
Blue: highly positive, security, tranquility, spiritual purity
Black: darkness, chaos, mystery, the unknown, death, wisdom, evil, melancholy
White: light, purity, innocence, timelessness (negatives: death, horror, supernatural)
Yellow: enlightenment, wisdom
Purple: mysterious
Blood, Sacrifice, Passion, Disorder, Love
Green Growth, Fertility, Hope, Innocence (Jealousy)
Blue

highly positive, security, tranquility, spiritual purity, sadness
Black

Darkness, Chaos, Mystery, The Unknown, Death, Wisdom, Evil, Melancholy
Enlightenment, Wisdom, Hope, Happiness (Cowardice)
White

Light, Purity, Innocence, Timelessness (Negatives: Death, Horror, Supernatural)
I think it pisses God off.

If you walk by the color purple in a field somewhere and don't notice it.

-- Alice Walker
Archetypal Numbers 3, 4, 7

3 Light, Spiritual Awareness, Unity (holy Trinity), Male Principle
4 Associated with the circle, Life Cycle, Four Seasons, Female Principle, Earth, Nature, Elements
The most potent of all symbolic numbers signifying the union of three and four, the completion of a cycle, perfect order, perfect number, religious symbol.
Archetypal Characters

The Hero
The Villain
The Creature of Nightmare
The Outcast/The Scapegoat
The Mentor/The Wise Old Man
The White Goddess
The Hunting Group of Companions
The Damsel in Distress
The Temptress
The Twins
The Star-Crossed Lovers
The Hero

The Hero is a protagonist whose life is a series of well-marked adventures. The circumstances of his birth are unusual, and he is raised by a guardian. He will have to leave his kingdom, only to return to it upon reaching manhood. Characterized by courage, strength, and honor, the hero will endure hardship, even risk his life for the good of all. Leaves the familiar to enter an unfamiliar and challenging world.
Types of Heroes

- Reluctant Hero
- Tragic Hero
- Underdog Hero
- Celebrity Hero
- Apocalyptic Hero
WHY DO WE NEED HEROES?

http://www.youtube.com/watch?v=puTtnqogHLQ
Hero Cycle

Call to Adventure and Departure

Apotheosis

Crossing the Threshold

Atonement with the Father

Quest and Tests

Hero’s Return

Belly of the Whale
The Quest

What the Hero must accomplish in order to bring fertility back to the wasteland, usually a search for some talisman, which will restore peace, order, and normalcy to a troubled land.
The Hero must perform nearly superhuman feats in order to accomplish his quest.
The Villain

The Villain sometimes shares the same characteristics of the hero,

BUT

the Villain gets stuck in the belly of the whale.
The Creature of Nightmare

A monster usually summoned from the deepest, darkest part of the human psyche to threaten the lives of the hero/heroine. Often it is a perversion or desecration of the human body.
The Outcast, The Scapegoat, The Pariah
(Hero and Villain?)

An animal, or more usually a human, whose death in a public ceremony expiates some taint or sin of a community. They are often more powerful in death than in life.
An Unhealable Wound--A Scar (Hero and Villain?)

Either a physical or psychological wound that cannot be fully healed. The wound symbolizes a loss of innocence.
The Secret Weapon (Hero and Villain?)

The weapon the hero needs in order to complete his or her quest.
The Mentor, Wise Old Man (Hero and Villain?)

The Mentor is an older, wiser teacher to the initiates. He often serves as a father or mother figure. He gives the hero gifts (weapons, food, magic, information), serves as a role model or as hero’s conscience.
The White Goddess (Hero and Villain?)

Good, beautiful maiden, usually blonde, may make an ideal marriage partner, often has religious or intellectual overtones.
Hunting Group of Companions (Hero and Villain?)

These are loyal companions willing to face hardship and ordeal in order to stay together.
**Damsel in Distress**

A vulnerable woman who needs to be rescued by the hero. She is often used as a trap to ensnare the unsuspecting hero.
The Temptress

Good girl, turned bad girl, usually the downfall of the villain.
Star-Crossed Lovers (Sometimes part of the Hunting Companions)

Sometimes a love triangle . . .
Twins (Heroes and Villains?)
Archetypal Journeys

The journey sends the Hero in search of some truth that will help save his kingdom.

1. The quest for identity
2. The epic journey to find the promised land/to found the good city
3. The quest for vengeance
4. The warrior’s journey to save his people
5. The search for love (to rescue the princess/damsel in distress)
6. The journey in search of knowledge
7. The tragic quest: penance or self-denial
8. The fool’s errand
9. The quest to rid the land of danger
10. The grail quest (the quest for human perfection)
Thematic Archetypes

Good versus Evil

... a battle between two primal forces. Mankind shows eternal optimism in the continual portrayal of good triumphing over evil despite great odds.
Thematic Archetypes

Death and Rebirth

This theme grows out of a parallel between the cycle of nature and the cycle of life. Thus morning and springtime represent birth, youth, or rebirth, while evening and winter suggest old age or death.
Thematic Archetypes

The Archetypal Fall

The descent from a higher to a lower state of being, usually as a punishment for transgression. It also involves the loss of innocence.
Archetypal Reversal—Which Movie?
Your Turn!!

Directions:


2. Get a large post-it and markers

3. Choose a movie to trace through the hero cycle, labeling the steps of the hero.

4. Prepare to present to the class.