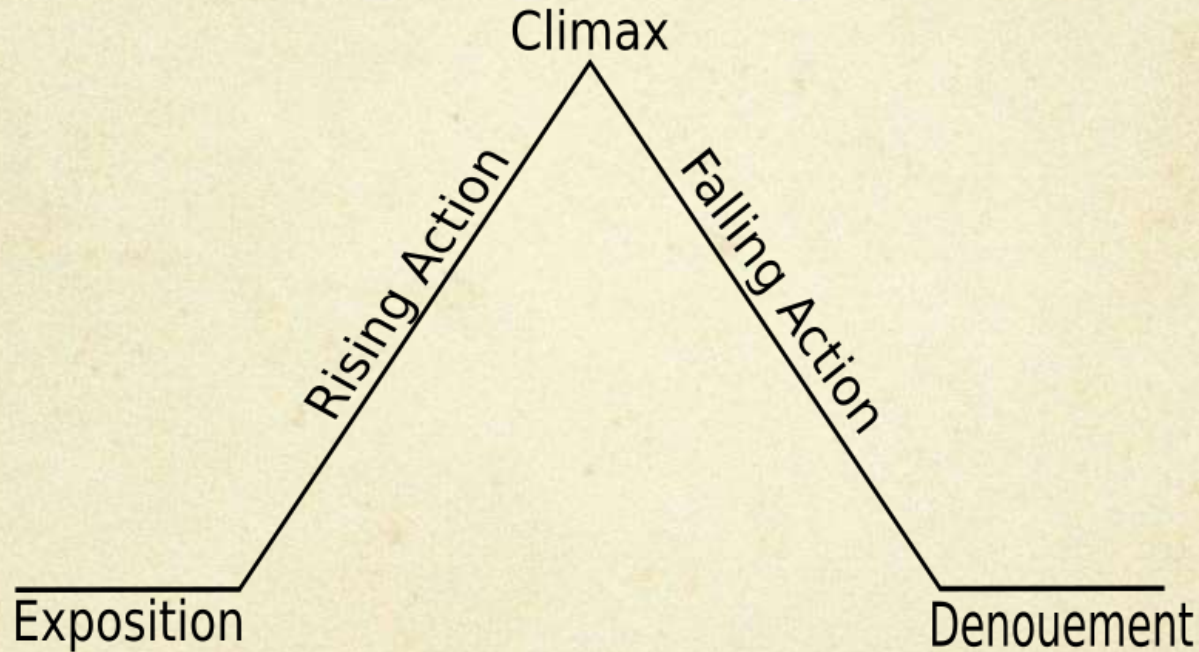


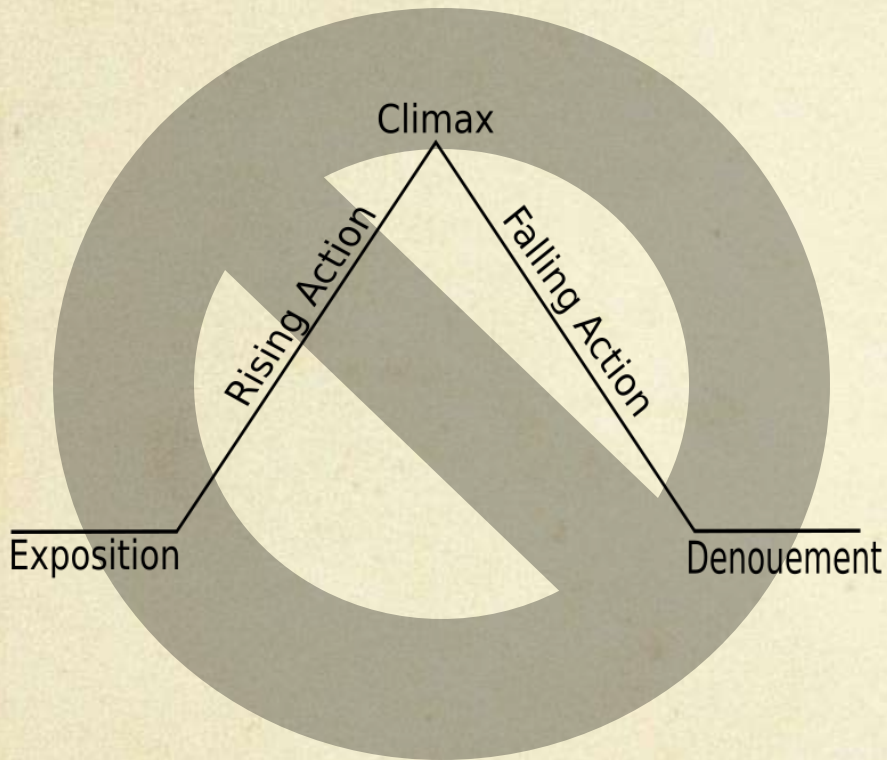
The Hero's Journey

- Exploring the maze of myth, dreams, psychology, screenwriting, storytelling and life in general...

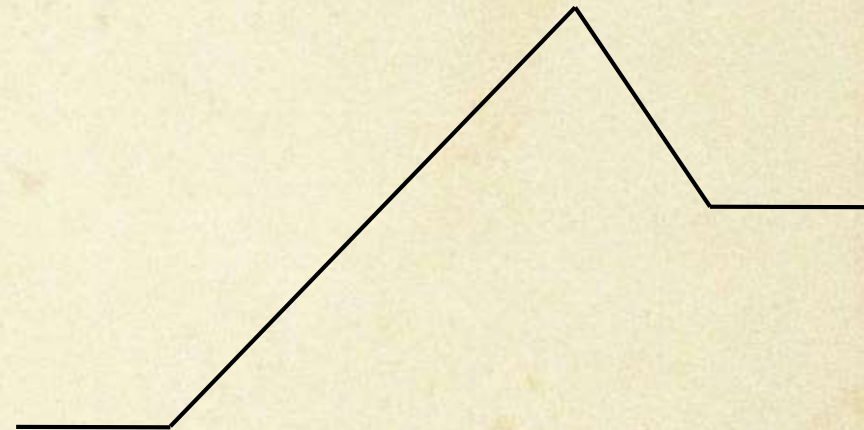
Freytag's Pyramid



Freytag Was Wrong



This graphic is more accurate:



Why? Stories are driven forward by some sort of conflict. It's the core of their existence. Once the main problem within a story has been resolved, it has little momentum to continue in a satisfying way.

Story Structure

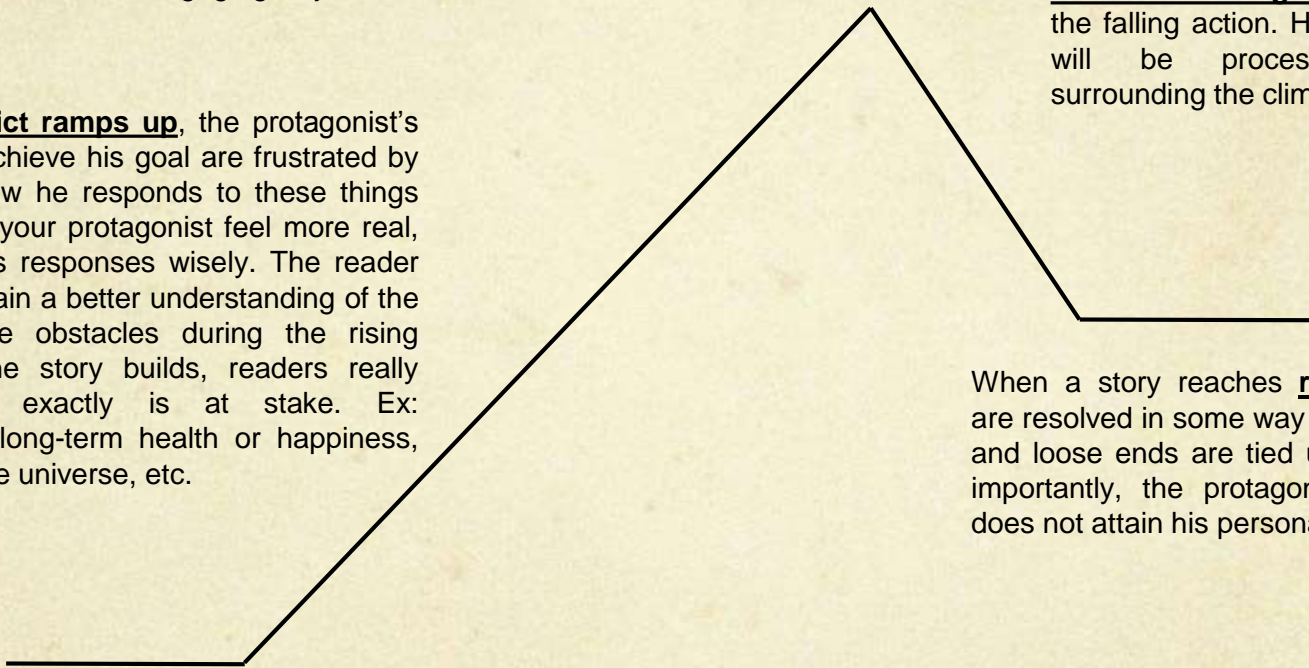
The climax is when the conflict comes to a peak. It is the turning point in the story, for better or worse, for the protagonist. Stories usually come to an end shortly after the climax; when the main problem is resolved, there is little room for the story to continue in an engaging way.

As the conflict ramps up, the protagonist's attempts to achieve his goal are frustrated by obstacles. How he responds to these things should make your protagonist feel more real, so choose his responses wisely. The reader should also gain a better understanding of the gravity of the obstacles during the rising action. As the story builds, readers really grasp what exactly is at stake. Ex: protagonist's long-term health or happiness, the state of the universe, etc.

The conflict begins to unwind during the falling action. Here, your protagonist will be processing the events surrounding the climax.

When a story reaches **resolution**, conflicts are resolved in some way (for better or worse) and loose ends are tied up sufficiently. Most importantly, the protagonist either does or does not attain his personal goal.

The exposition introduces the main character and provides the key information necessary to hook the reader. Shortly after a story begins, readers need to know your protagonist through what he wants, and they also need to know or sense what is standing in his way. Usually, readers get a hint that piques their interest in the obstacle(s) at the beginning of a story, but they can only guess exactly how bad the situation could get.



The Hero's Journey

An overview of the stages:

12. Status Quo/ Ordinary World
1. Call to Adventure
2. Assistance
3. Departure
4. Trials (tests, allies, enemies)
5. Approach to the Inmost Cave
6. Crisis
7. Treasure
8. Result
9. Return
10. New Life
11. Resolution
12. Status Quo/ Ordinary World

The Hero's Journey

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The Ordinary World

- introduces the hero and his/her normal life to give contrast and better understand for the coming events



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The Call to Adventure

– the hero is presented with an opportunity to leave his/her ordinary life in order to solve a problem and/or to change



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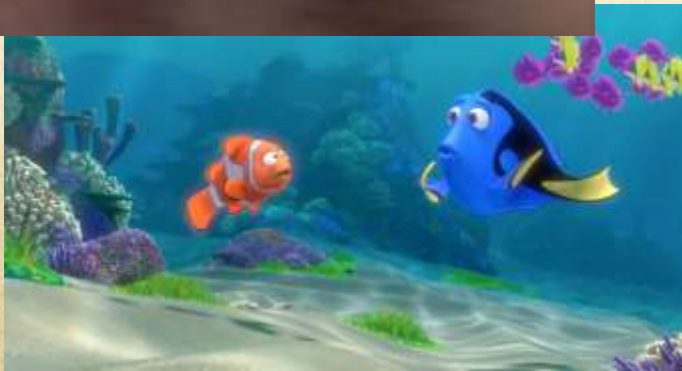
9. Return

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Assistance (meeting a mentor) – the hero is confronted with an outside character or an inner source of resolve or personal values, and receives the motivation needed to continue toward the goal



The Hero's Journey

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3. **Departure**

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6. Crisis

7. Treasure

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Departure--hero commits to the adventure and – usually – there is a sense of “no going back”; the hero leaves his hometown, signs up for the competition, is whisked away on a train



The Hero's Journey

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Trials (tests, enemies and allies)– the Hero tests skills, learns the rules of the new world, gets information and/or helpful items, forms important relationships, and decides who his/her friends and enemies are



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Approach to the Cave— there is a significant shift in focus for the hero and allies as the goal / main challenge becomes nearer and clearer; the hero begins to prepare to meet a specific need, and there is a sense of “this is it!”



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5. Approach to the Inmost Cave

6. **Crisis**

7. Treasure

8. Result

9. Return

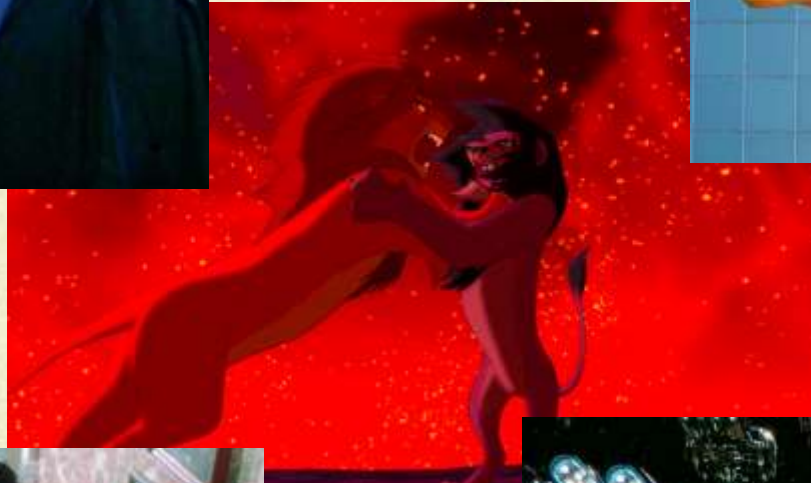
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11. Resolution

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The Crisis

– the hero faces the big challenge and confronts the force, group or individual s/he has been meant to confront since the story's beginning



The Hero's Journey

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4. Trials (tests, allies, enemies)

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6. Crisis

7. **Treasure**

8. Result

9. Return

10. New Life

11. Resolution

12. Status Quo/ Ordinary World

The Treasure

– the hero achieves the goal and/or narrowly escapes the brush with death



The Hero's Journey

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6. Crisis

7. Treasure

8. Result

9. **Return**

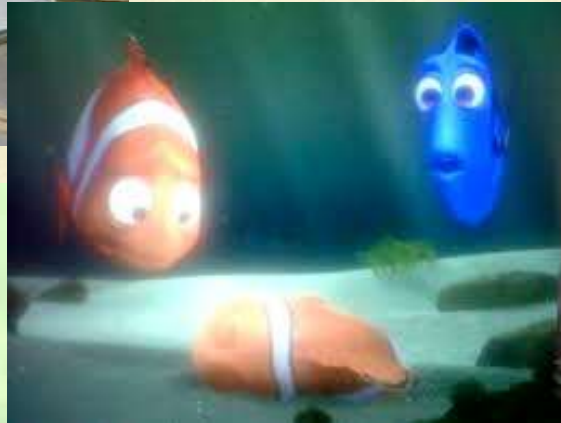
10. New Life

11. Resolution

12. Status Quo/ Ordinary World

The Return

– the aftermath of the Ordeal. This may include celebrations, love scenes, conflict between characters as they fight over the spoils of the battle, or an a character may be lost or mortally wounded. The Road Back redirects the action of the plot toward the climax of the story.



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New Life— this is the CLIMAX of the story, the moment when the audience (and Hero) can begin to see the changes in action, and the way the story will end.



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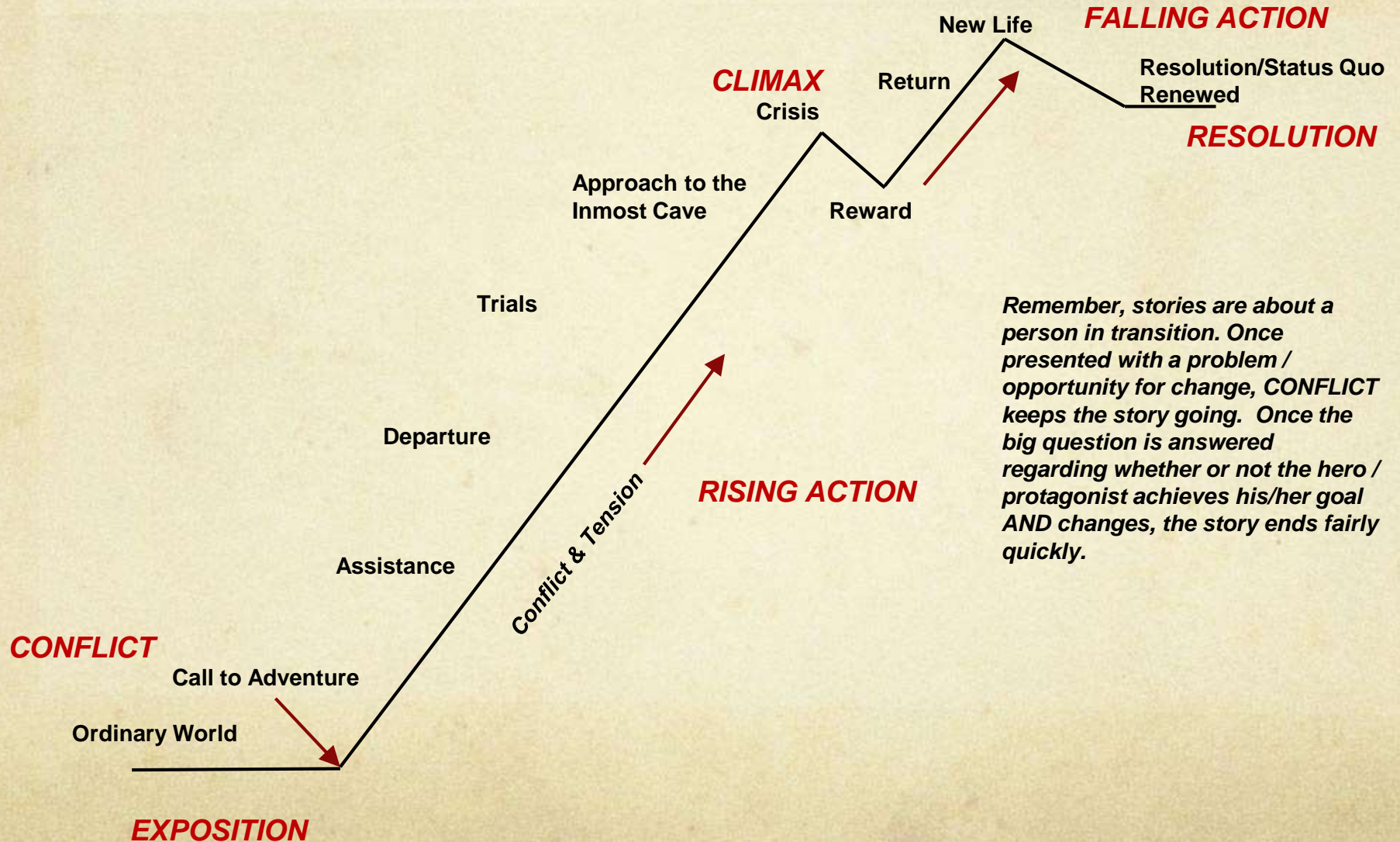
11. Resolution

12. Status Quo/ Ordinary World

Resolution/Status Quo



Story Structure & The Hero's Journey



Remember, stories are about a person in transition. Once presented with a problem / opportunity for change, CONFLICT keeps the story going. Once the big question is answered regarding whether or not the hero / protagonist achieves his/her goal AND changes, the story ends fairly quickly.

