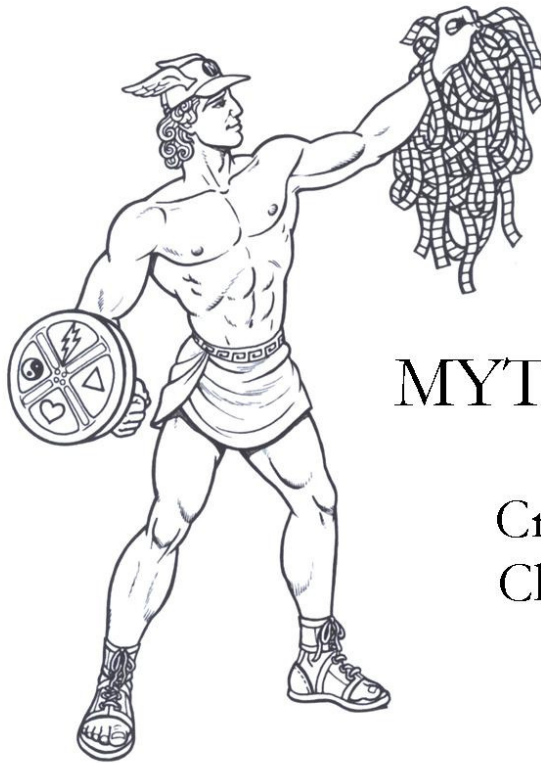


MYTHWORKS™



MYTHIC Challenges

Create Stories that
Change the World

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Mythic Challenges: Create Stories that Change the World

Challenges identified by the Millennium Project
in conjunction with the United Nations

1. How can sustainable development be achieved for all while addressing global climate change?
2. How can everyone have sufficient clean water without conflict?
3. How can population growth and resources be brought into balance?
4. How can genuine democracy emerge from authoritarian regimes?
5. How can policymaking be made more sensitive to global long-term perspectives?
6. How can the global convergence of information and communications technologies work for everyone?
7. How can ethical market economies be encouraged to help reduce the gap between rich and poor?
8. How can the threat of new and reemerging diseases and immune micro-organisms be reduced?
9. How can the capacity to decide be improved as the nature of work and institutions change?
10. How can shared values and new security strategies reduce ethnic conflicts, terrorism, and the use of weapons of mass destruction?
11. How can the changing status of women help improve the human condition?
12. How can transnational organized crime networks be stopped from becoming more powerful and sophisticated global enterprises?
13. How can growing energy demands be met safely and efficiently?
14. How can scientific and technological breakthroughs be accelerated to improve the human condition?
15. How can ethical considerations become more routinely incorporated into global decisions?

MYTHIC THEMES

LOST LOVE RESCUED

ORPHEUS & EURYDICE, STREETS OF FIRE, AGAINST ALL ODDS, BODYGUARD, THE ENGLISH PATIENT, COLD MOUNTAIN, ETERNAL SUNSHINE OF SPOTLESS MIND, SLUMDOG MILLIONAIRE, THE BIG SICK, A STAR IS BORN

SEARCH FOR THE SOULMATE

LANCELOT & ELAINE, THE FLYING DUTCHMAN, MUCH ADO ABOUT NOTHING, THE FRENCH LIEUTENANT'S WOMAN, A MAN AND A WOMAN, FOUR WEDDINGS & A FUNERAL, BULL DURHAM, WHILE YOU WERE SLEEPING, BRIDGET JONES' DIARY, BEST EXOTIC MARIGOLD HOTEL, CAROL, BROOKLYN, THE SHAPE OF WATER

DON'T ASK, DON'T TELL – SECRET IDENTITY

CUPID & PSYCHE, LOHENGRIN, TURANDOT, AIDA, CYRANO DE BERGERAC, THE THIRD MAN, PHANTOM OF THE OPERA, TRUE LIES, YOU'VE GOT MAIL, GALAXY QUEST, THE HUMAN STAIN, SYRIANA, THE READER, TRUMBO

STEALING FIRE FROM HEAVEN

PROMETHEUS, JESUS, METROPOLIS, CUCKOO'S NEST, STAND & DELIVER, LOGAN'S RUN, DEAD POETS SOCIETY, GLORY, ENEMY OF THE PEOPLE, MATRIX, THE CONSTANT GARDENER, MILK, STRAIGHT OUTTA COMPTON, JUNGLE BOOK [subplot]

ABOUT FACE / SEX CHANGES

TIRESIUS THE SOOTHSAYER, CAENEUS/CAENIS, FIDELIO, MARRIAGE OF FIGARO, MALE WAR BRIDES, SOME LIKE IT HOT, TOOTSIE, MRS. DOUBTFIRE, M. BUTTERFLY, YENTL, ORLANDO, THE CRYING GAME, DEAD AGAIN, SHAKESPEARE IN LOVE, BOYS DON'T CRY, TRANSAMERICA, THE DANISH GIRL

THE GREAT ESCAPE

XENOPHON'S DEATH MARCH, THE GREAT ESCAPE, PAPILLON, DELIVERANCE, PREDATOR, UNDER SIEGE, THE FUGITIVE, WARRIORS, ESCAPE FROM NEW YORK [& LA], COURAGE UNDER FIRE, CHICKEN RUN, IN BRUGHES, BRIDGE OF SPIES, THE MARTIAN, THE REVENANT, BEASTS OF NO NATION, MAD MAX: FURY ROAD

THE WAKE-UP CALL

PARSIFAL, BUDDHA, MOSES, GHANDI, SWORD IN THE STONE (Arthurian), Oscar Wilde's fairy tale THE STAR CHILD, LUKE SKYWALKER, JOAN OF ARC, THE ACCIDENTAL TOURIST, ROMANCING THE STONE, THE RAZOR'S EDGE, SHIRLEY VALENTINE, WORKING GIRL, ROBOCOP, SHINE, DOC HOLLYWOOD, PLEASANTVILLE, AMERICAN BEAUTY, MATRIX,

CHOCOLATE, TRUMAN SHOW, LEGEND OF 1900, TOY STORY, LION KING, AS GOOD AS IT GETS, LORD OF THE RINGS, SIDEWAYS, CHEF, TROPIC THUNDER, SPIDERMAN, GALAXY QUEST, BATTLESTAR GALACTICA, STAR WARS: THE FORCE AWAKENS, INSIDE OUT, MOONLIGHT, LADY BIRD, ARRIVAL, BLACK PANTHER

WHAT A DOLL

PYGMALION & GALATEA, PINNOCHIO, SVENGALI & TRILBY, FRANKENSTEIN, MY FAIR LADY, ONE TOUCH OF VENUS, EDUCATING RITA, MONA LISA, MANNEQUIN, THE PERFECT MAN, MAKING MR. RIGHT, PRETTY WOMAN, THE LITTLE MERMAID, BLADE RUNNER, LAWNMOWER MAN, A.I., LITTLE MISS SUNSHINE, PHANTOM OF THE OPERA, EX MACHINA, WESTWORLD

TWINS

CASTOR & PULLOX, HUNADU & ZBALANQUE, DR. JEKYL & MR. HYDE, TERMINATOR II, LADYHAWKE, THE MAN IN THE IRON MASK, GILGAMESH & ENKIDU, DEAD RINGER, DEAD RINGERS, A STOLEN LIFE, HEAT, FACE-OFF, FIGHT CLUB, THE DEPARTED, FROST-NIXON, DARK KNIGHT, ORPHAN BLACK

STAR-CROSSED LOVERS

PYRAMUS & THISBE, YUAN CHEN, CHANG & TS'UI YING-YING, ROMEO & JULIET, FANTASTIKS, WEST SIDE STORY, JUNGLE FEVER, SHAKESPEARE IN LOVE, CROUCHING TIGER - HIDDEN DRAGON, BROKEBACK MOUNTAIN, BENJAMIN BUTTON, CAROL

SEARCH FOR THE PROMISED LAND

AENEID, BOOK OF THE HOPI, MOSES, FAR AND AWAY, GRAPES OF WRATH, LILIES OF THE FIELD, WATERWORLD, PRINCE OF EGYPT, BATTLESTAR GALACTICA, MAD MAX: FURY ROAD

FATAL ATTRACTIONS

LILITH, MEDEA, LA LLORONA, OTHELLO, DOUBLE INDEMNITY, POSTMAN RINGS TWICE, BODY HEAT, LAST TANGO IN PARIS, FATAL ATTRACTION, BELOVED, THE LAST SEDUCTION, NOTES ON A SCANDAL, TWILIGHT

THE MIDAS TOUCH

PHAETON, ICARUS, TOWER OF BABEL, WALL STREET, RAGING BULL, CITIZEN KANE, ALL ABOUT EVE, KING MIDAS, THE SORCERER'S APPRENTICE, THE RED SHOES, DEATH BECOMES HER, BIG, THE BIG SHORT

WAR IN HEAVEN

ZEUS VS. CHRONOS, AESIR & THE GIANTS, GOTTERDAMMERUNG, RAGNAROK, BHAGAVAD GITA, MAHABHARATA, Dead Sea Scrolls "WAR BETWEEN SONS OF DARKNESS AND SONS OF LIGHT", CLASH OF THE

TITANS, DR. STRANGELOVE, WAR OF THE WORLDS, ROLLERBALL,
STARSHIP TROOPERS, [some] STAR TREKS, MONSTERS, INC., STAR
GATE, BATTLESTAR GALACTICA, STAR WARS: Force Awakens,
SPOTLIGHT, MAN IN THE HIGH CASTLE

GOING NATIVE

AVATAR, DANCES WITH WOLVES, LAWRENCE OF ARABIA, A MAN CALLED
HORSE, THE LAST SAMURAI, DISTRICT 9, POCAHANTAS, THE EMERALD
FOREST, THE MAN WHO WOULD BE KING, ALIEN NATION, FAREWELL TO
THE KING, LITTLE BIG MAN, TROPIC THUNDER, TARZAN, THE LAST OF
THE MOHICANS, ROBINSON CRUSOE, JOHN CARTER OF MARS, ATLANTIS

CONQUERING DEMONS

ALIEN, ANGELHEART, JAWS, JACOB'S LADDER, ZOMBIE & VAMPIRE
STORIES, STEPHEN KING STORIES, OUTBREAK, INDEPENDENCE DAY,
HALLOWEEN, FRIDAY THE 13TH

PARSIFAL & THE SEARCH FOR THE HOLY GRAIL

GILGAMESH, EXCALIBUR, STAR WARS, INDIANA JONES AND THE LAST
CRUSADE, THE FISHER KING, STAR WARS: FORCE AWAKENS, CREED

MOMMIE DEAREST

THETYS/ACHILLES, ATHENA/AENEAS, FRIGGA/BALDAR,
HERZELROYD/PARSIFAL, NORMAN BATES & MOM in PSYCHO,
THE GLASS MENAGERIE, GYPSY, CARRIE, SERIAL MOM, A.I.

THE CASSANDRA SYNDROME

CASSANDRA, THE CHINA SYNDROME, ROLLERBALL, SILKWOOD

POOR LITTLE ORPHANS & HALF-BREEDS

GILGAMESH, MOSES/MISES, PERSEUS, JESUS, ATHENA, HELEN, KING
ARTHUR, PARSIFAL, LUKE SKYWALKER, SECRET OF ROAN INNISH,
SPIDERMAN, SUPERMAN, PETRA VOLARE, HARRY POTTER

MYTHIC THEME: STEALING FIRE FROM HEAVEN

MYTHS, LEGENDS: PROMETHEUS // MEDIA: METROPOLIS, STAND & DELIVER, LOGAN'S RUN, ONE FLEW OVER THE CUCKOO'S NEST, DEAD POETS SOCIETY, GLORY, ENEMY OF THE PEOPLE, MATRIX, MILK, MICHAEL COLLINS, THE CONSTANT GARDNER, A TALE OF TWO CITIES, STRAIGHT OUTTA COMPTON, GIVE AND TAKE, THE INSIDER

PLOT POINTS

- HERO HAS ACCESS OR POSSESSION OF VALUABLE ITEM FORBIDDEN TO LESSER MORTALS.
- HERO SEES LACK IN LIVES OF MORTALS WHICH COULD BE HELPED BY THE ITEM.
- 1ST SETBACK - HERO WARNED NOT TO GIVE ITEM TO MORTALS.
- HERO PRETENDS TO ACQUIESCE; SEEKS WAY TO DISOBEY.
- HERO BRAVES DESCENT TO MORTAL WORLD, MUST FIND MORTALS WILLING TO ACCEPT AND USE GIFT OF ITEM.
- 2ND SETBACK - MISUNDERSTOOD, REJECTED BY MORTALS.
- RETREATS TO FIND NEW APPROACH. GAINS NEW INSIGHTS, TOOLS, TRIES AGAIN.
- 3RD SETBACK - HERO BETRAYED BY MORTAL / OR BY OWN WEAKNESS / OR BY FELLOW GOD.
- ESCAPES WITH ITEM INTO MORTAL WORLD. OR ESCAPES BUT ITEM LEFT BEHIND OR TAKEN BY FELLOW GOD(S).
- HERO MUST RUN/HIDE OUT FROM VENGEFUL GODS. RELY ON OWN ABILITIES, NEEDS TO DEVELOP NEW ONE TO SURVIVE.
- 1ST ASSIST - MORTAL BEFRIENDS / OR RELUCTANTLY TRUSTS HERO. HELPS HERO ESCAPE FELLOW GODS.
- HERO LEARNS NEW SURVIVAL TIPS FROM MORTAL(S). RENEWS PLAN TO GIVE ITEM TO MORTALS.
- OPPOSITION FROM GODS ESCALATES.
- 2ND ASSIST - FELLOW GOD OFFERS HELP. TRUST? OR NOT?
- MORTALS GET ITEM, BEGIN TO USE IT.
- GODS INCENSED, INCREASE SEARCH FOR HERO.
- HERO ALMOST ESCAPES GODS.
- ITEM LEFT IN HANDS OF MORTALS.
- HERO CAPTURED BY GODS, PUNISHED.
- MORTALS USE ITEM, BETTER THEMSELVES.
- GODS GRUMBLE. HERO SUFFERS. MORTALS GAIN.
- IN SOME VERSIONS, THE HERO IS EVENTUALLY RELEASED FROM CAPTIVITY AND TORTURE.

MYTHIC THEME: THE SEARCH FOR THE SOULMATE

MYTHS, LEGENDS: PYRAMUS AND THISBE, LANCELOT AND ELAINE (ARTHURIAN), THE FLYING DUTCHMAN, TROILUS AND CRESSIDA, SIEGFRIED

MEDIA: TURANDOT, MUCH ADO ABOUT NOTHING, THE FRENCH LIEUTENANT'S WOMAN, A MAN AND A WOMAN, LOVE IS A MANY-SPLENDORED THING, FOUR WEDDINGS AND A FUNERAL, DEJA VU, SOMEWHERE IN TIME, STAIRWAY TO HEAVEN, LOVE IN TIME OF CHOLERA, WHEN HARRY MET SALLY, SLEEPLESS IN SEATTLE, MURIEL'S WEDDING, BULL DURHAM, WHILE YOU WERE SLEEPING, BRIDGET JONES' DIARY, ROMANCE NOVELS, SHAKESPEARE IN LOVE, MY BIG FAT GREEK WEDDING, BEST EXOTIC MARIGOLD HOTEL, CAROL, BROOKLYN, THE SHAPE OF WATER

PLOT POINTS

- FEEL A LACK, INCOMPLETE, SOMETHING "NOT RIGHT"
- WIN AN UNSATISFACTORY, HOLLOW VICTORY: to show current skills
- IDENTIFY EXTERNAL BARRIERS: looks, money, position, environment, politics, etc.
- SPOT POTENTIAL MATE: to identify higher goal
- ATTEMPT TO LINK IS REBUFFED. Surely a misunderstanding...
- SET NEW APPROACH
- POTENTIAL MATE SETS TESTS, consciously or just by her/his inherent nature
- FAIL TEST #1: old habits & abilities don't work
- ATTEMPT A SUBSTITUTE MATE who exemplifies one's own old condition, whereas the potential mate is a step or two above self
- IDENTIFY INTERNAL BARRIERS: fears, habits, ambitions
- SUBSTITUTE FAILS: a more hollow victory, or a telling defeat
- ATTEMPT SOUL MATE AGAIN w/more intensity, different approach
- EXTERNAL BARRIER / RIVAL: potential mate may be more accepting, but other barriers arise
- FIGHT RIVAL: fighting the dragon guarding the damsel
- FAIL TEST #2: newly-learned skills almost succeed, but lack "humility", "heart & soul"
- REGROUP, TRY NEWLY-LEARNED TRICKS w/ADDED HEART & SOUL
- PASS TEST #3 -- SCALE WALLS, DEFEAT THE DRAGON via aspiration, ambition, brotherhood
- GET MATE //or// DISCOVER IT'S INCORRECT & LEAVE
 - achieve union with other person
 - achieve union with anima/animus of self, so don't need another person
 - sacrifice self-interest for other person

"To cheat oneself out of love is the most terrible deception. It is an eternal loss for which there is no reparation, either in time or in eternity." Søren Kierkegaard

MYTHIC THEME: THE WAKEUP CALL

"My soul has been a stranger in the course of my pilgrimage."

Sir Francis Bacon

MYTHS, LEGENDS: PERSEUS, THESEUS, KING ARTHUR, MOSES, SLEEPING BEAUTY, PARSIFAL

EXAMPLES: BUDDHA, GHANDI, SWORD IN THE STONE (Arthurian), Oscar Wilde's fairy tale THE STAR CHILD, LUKE SKYWALKER, JOAN OF ARC, THE ACCIDENTAL TOURIST, ROMANCING THE STONE, SHIRLEY VALENTINE, REGARDING HENRY, WORKING GIRL, SHINE, PLEASANTVILLE, AMERICAN BEAUTY, MATRIX, SPIDERMAN, TROPIC THUNDER, STAR WARS: THE FORCE AWAKENS, INSIDE OUT, MOONLIGHT, CALL ME BY YOUR NAME, LADY BIRD, BLACK PANTHER

PLOT POINTS

- LIFE IS NORMAL BUT CONSTRICTED
- SEE REPRESSION IN PARTICULAR AREA
- 1ST OPPORTUNITY FOR BREAKING OUT
- SEE FEAR OF CHANGE, TURNS DOWN OR FAILS TO BREAK OUT
- OLD WAY MORE UNSATISFIED, UNCOMFORTABLE
- THREAT TO STATUS QUO
- 2ND OPPORTUNITY PRECIPITATED BY THREAT
- OLD WAYS DON'T SAVE THE DAY; NEW APPROACH MUST BE TRIED
- EXHILARATION OF NEW WAY; DO OLD THINGS IN NEW WAY
- SHOT DOWN BY RUBBER-BAND EFFECT OF OLD HABITS, FRIENDS
- REVEAL TRAUMATIC EVENT, INITIAL CAUSE OF REPRESSION
- NEW FRIENDS, SKILLS ASSIST NEW ATTEMPT TO BREAK OUT
- RELATIVE SUCCESS
- 3RD OPPORTUNITY INCLUDES MAJOR TRAUMA
- GATHER ALL FORCES, NEW SKILLS, FIGHTS FOR NEW LIFE
- SUCCESS / or / FAILURE
- If SUCCESS, SEE ESTABLISHMENT IN NEW ARENA AND ABILITY TO PASS ON THE SKILLS TO OTHERS
- If FAILURE, TRAGEDY ALLEVIATED BY KNOWING GOAL AND DETERMINATION TO LEARN MORE AND TRY AGAIN SOMETIME
- DEATH-DEFEAT BUT GOAL HAS BEEN INTERNALIZED BY SOUL

MYTHIC STATEMENTS

Subtext makes good dialogue, but there are three times you need to have characters' lines be very specific:

THE THEMATIC STATEMENT [what's the story about?]
THE MISSION STATEMENT [what's the hero supposed to do?]
THE LESSON STATEMENT [what's the hero learn on the way?]

The Statements need to reflect your Mythic Theme, resonate with the tone of the story, and be stated in a style consistent with the character who speaks.

You'll want a Thematic Statement and then the protagonist and antagonist can each have a Mission Statement [what they think their own story is about] in the beginnings of the movie. Each of them would also have a Lesson (epiphany) Statement [what they really learn] towards the end of the movie. Properly done, these two character's statements will be reflections and distortions of each other and will derive from your story's Thematic Statement.

Working with these Statements during the writing process will help clarify your characters' motivations, lessons, and outcomes.

POSITION

The Story's Thematic Statement comes in the first act, usually as part of or right after the setup.

The Mission Statement usually comes in the first act, or at the very latest by the beginning of the second.

The Lesson [epiphany] Statement comes at one of the following:

- a) beginning of 3rd Act of the story's going to shift directions because of the hero's change of heart & action
- b) climax as hero learns what it's all really been about
- c) denouement if it's a tragedy or a really surprise ending

DELIVERY

The Story's Mythic Statement is usually given by a secondary character. Sometimes it's in the hero's voice-over or Narration. In fairy tales it's often spoken by a wise old person or an innocent. In Shakespeare it's often delivered by an otherwise oblique or obscure character. In modern films, it's often just a good one-liner.

The Hero usually gets his Mission Statement from someone else. Sometimes he volunteers for it; sometimes it's a regrettable duty; sometimes he takes on a Mission out of desperation.

The Hero usually voices his own Lesson. Occasionally another person points it out to him.

MYTHIC STATEMENT EXAMPLES

APOCALYPSE NOW

THEMATIC: [given by the General at the end of the setup]

"There's a conflict in every human heart between the rational and the irrational, between good and evil, and good does not always triumph. Sometimes the dark side overcomes what Lincoln called 'the better angels of our nature'. Every man has got a breaking point."

MISSION: [given by the General & the Intelligence Agent, at the end of the setup]

"Terminate the Colonel's command. Terminate...with extreme prejudice."

LESSON: [given by hero Capt. Willard in his opening narration]

"Everyone gets everything they want. I asked for a mission, and for my sins they gave me one." "It was no accident I was the caretaker of Colonel Kurtz...to tell his story is to tell mine."

LORD OF THE RINGS

THEME: [given in the prologue of the first film, *Fellowship of the Ring*.]

Power in the wrong hands is deadly dangerous.

MISSION: [Gandalf to Frodo at the first of the first film, *Fellowship of the Ring*.]

Throw the ring into Mount Doom.

LESSON: [In the second film, *The Two Towers*, Sam to Frodo.]

Sam: "I know. It's all wrong. By rights we shouldn't even be here. But we are. It's like in the great stories, Mr. Frodo. The ones that really mattered. Full of darkness and danger, they were. And sometimes you didn't want to know the end. Because how could the end be happy? How could the world go back to the way it was when so much bad had happened? But in the end, it's only a passing thing, this shadow. Even darkness must pass. A new day will come. And when the sun shines it will shine out the clearer. Those were the stories that stayed with you. That meant something, even if you were too small to understand why. But I think, Mr. Frodo, I do understand. I know now. Folk in those stories had lots of chances of turning back, only they didn't. They kept going. Because they were holding on to something."

Frodo: "What are we holding on to Sam?"

Sam: "That there's some good in this world, Mr. Frodo... and it's worth fighting for."

CHARACTER & STORY ARCS

for Transformation and Evolution

TRIBAL CONSCIOUSNESS

gangs, buddies, cults, some religions

- political divides around the globe
- Rwanda, Afghanistan, Congo, Serbia + other actual tribes, drug wars, gangs
- religions - sects – wars

INDIVIDUAL CONSCIOUSNESS

the loner, setting boundaries, free-thinking, rebellious

- narcissism, social media me-me-me
- Singapore, from recently Tribal
- U.S. a teenage country: freedom w/o responsibility

GROUP CONSCIOUSNESS

self-sacrifice, visionary, fully connected yet keep own identity
greater good for greater number / from empire to community

- internet is Indra's Net of Gems in action
- spirituality – encompassing, one life
- Tesseract, *Interstellar*, *Avatar*

THE WARRIOR PATH

STEPS & GOALS - Soldier... Warrior... Monarch

MISSION - Promote and Defend the Good the True and the Beautiful
Protect the Weak and the Innocent / Self-sacrifice for the Greater Good

KEYWORD – Purpose

DESIRES - Power, Victory

FEARS - Defeat, imprisonment, exile, shame

STRENGTHS - Loyalty, honor, strength, obedience to Leader, close to the mystery of death, action in spite of fear

WEAKNESSES - Narrow-minded, cruelty, cowardice, bureaucracy

STORIES - Arthurian legends, Bhagavad Gita, Wagner's operas, martial arts films, LAWRENCE OF ARABIA, GLORY, THE MISSION, LADYHAWK, DR. STRANGELOVE, APOCALYPSE NOW, ROAD WARRIOR, PLATOON, FULL METAL JACKET, BORN ON THE 4TH OF JULY, HIGHLANDER I, HERCULES, XENA, SHARPE'S RIFLES, BRAVEHEART, GLADIATOR, SAVING PRIVATE RYAN, THIN RED LINE, MATRIX, LORD OF THE RINGS, THE LAST SAMURAI, BOONDOCK SAINTS, THE AVENGERS, THE DARK KNIGHT, THE HURT LOCKER, AVATAR, IRON LADY, THE QUEEN, ZERO DARK THIRTY, GAME OF THRONES, HOUSE OF CARDS, MOANA, BLACK PANTHER

THE CLERGY PATH

STEPS & GOALS - Novitiate... Monk/Nun... High Priest/ess

MISSION - Release from the bonds of Matter / Identification with Spirit

KEYWORD - Purity

DESIRES - Purity, release from holds of the flesh and materialism, to know the Higher Self w/o the Lower Self

FEARS - Contamination, getting lost in materialism, sin, temptation, weakness

STRENGTHS - Fervent devotion to the Ideal, rigid determination, detachment

WEAKNESSES - Single-minded, fanaticism, withdrawn, damages body & others

STORIES: TOUCHED BY AN ANGEL, SONG OF BERNADETTE, JIM JONES STORY, RESURRECTION, most Jesus films, THE ROBE, THE CHALICE, CARDINAL, THE MISSION, BLACK ROBES, KUNG FU, PRIEST, DOGMA, THIN RED LINE (Witt), BROTHER CADFIEL, AVATAR, SPOTLIGHT, MOONLIGHT

THE SCIENTIST PATH

STEPS & GOALS - Student... Scientist... Philosopher

MISSION - Wisdom as perfect application of Knowledge / KEY WORD - Process

DESIRES - Wisdom, perfect Knowledge, Truth, precision, rationale, to uncover all secrets, all information, a 'Unified Field Theory'

FEARS - Sloppiness, emotionalism, disinformation, misinformation

STRENGTHS - Precision, rationality, information, assessment of true situation, persistence, clarity on non-emotion, methodology

WEAKNESSES - Coldness, detachment, non-intuitive, rigid

STORIES - FRANKENSTEIN, SHERLOCK HOLMES, THE FLY, TIME MACHINE, SOMEWHERE IN TIME, BACK TO THE FUTURE(s), STAR TREK(s), WAR GAMES, RAIDERS, detective stories, Tom Clancy novels, THE RIGHT STUFF, X-FILES, INDEPENDENCE DAY, APOLLO 13, SCHINDLER'S LIST, JURASSIC PARK(s), THE DA VINCI CODE, THE KING'S SPEECH, SHERLOCK, INCEPTION, INTERSTELLAR, HIDDEN FIGURES, ARRIVAL, EX MACHINA, THE MARTIAN, A WRINKLE IN TIME

THE MAGICIAN PATH

STEPS & GOALS - Apprentice... Magician... Magus

MISSION - Total connection between Above and Below
Total control of forces in seen and unseen world

KEYWORD - Performance

DESIRES - Correct process, expected results, transformation, heaven on earth

FEARS - Mistakes, lack of information, messiness, regression

STRENGTHS - Concentration, ritual, assessment, sees correspondences

WEAKNESSES - Arrogance, rigidity, unconcern

STORIES - MATRIX, VAMPIRE stories, WEREWOLFS, DRACULAs, DEATH BECOMES HER, Boorman's EXCALIBUR, MISTS OF AVALON, WITCHES OF EASTWICK, THE EIGHT, WES CRAVEN'S NEW NIGHTMARE, HARRY POTTER, LORD OF THE RINGS, SUPERNATURAL, SPIRITED AWAY, BUFFY THE VAMPIRE SLAYER, ANGEL, ARGO, LIFE OF PI, GIRL WITH THE DRAGON TATTOO, WALLENDER, AMERICAN HUSTLE, LA LA LAND

THE LOVER PATH

STEPS & GOALS - Admirer... Lover... True Union

MISSION - Total union with the One Life [god/dess]

KEYWORD - Passion

DESIRES - Close personal relationships, total merging

FEARS - Solitude, rejection

STRENGTHS - Unconditional love, understanding, ability to relate

WEAKNESSES - Blind to rejection, wrath if scorned, needy, introverted

STORIES - ROMEO & JULIET, WUTHERING HEIGHTS, BODY HEAT, FATAL ATTRACTION, BEAUTY AND THE BEAST, FLYING DUTCHMAN, porno films, romance novels, 9-1/2 WEEKS, IN THE REALM OF THE SENSES, LAST TANGO IN PARIS, SLEEPLESS IN SEATTLE, PRETTY WOMAN, THE PIANO, DEAD POETS SOCIETY, THE BODYGUARD, DANGEROUS BEAUTY, AMERICAN BEAUTY, SHAKESPEARE IN LOVE, CHICAGO, MOULIN ROUGE, UNDER THE TUSCAN SUN, SLUMDOG MILLIONAIRE, LETTERS FROM JULIET, MAMA MIA, TWILIGHT, LOVE ACTUALLY, CINEMA PARADISO, LES MISERABLES, SILVER LININGS PLAYBOOK, BROOKLYN, THE ARTIST, UP, ATONEMENT, THE SHAPE OF WATER

THREE LEVELS:

Apprentice

Journeyman

Master

THREE ASPECTS:

Emotional

Mental

Synthesized

CHARACTER ARCS:

Along the same ArchePath – up one to two levels
fall to a lower level, regain original, +

CHANGING PATHS:

Usually start the new Path at the lowest level.

CONFLICT: Between two characters on the same Path.

Between characters on different Paths.

COMBINATIONS:

Warrior-Monk, Warrior-Scientist, Warrior-Magician, Warrior-Poet (Lover)
Etc. - for all the other Path combinations.

SYMBOLISM

3 levels of Symbolism. Add layers of meaning and depth of emotion to your media.

Emotional

AVATAR – the wheelchair; growing love between Jake and Neytiri
A WRINKLE IN TIME – glasses, a different perspective
THE CONFORMIST – overwhelmed, sad; architecture, autumn leaves
IRON LADY – Maggie's clothes = Emotional
DESCENDANTS – blue and water
A SINGLE MAN – rains when he gets the death notice about his lover
THE GIRL W/ DRAGON TATTOO – body marking
THE SHAPE OF WATER – the girl's immersion in the desire for a lover, others having difficulties dealing with their own emotions

Situational

AVATAR – social/environmental in the Na'vi community vs. extraction capitalism
A WRINKLE IN TIME – glasses & tesseract, multiple perspectives & realities
CHICKEN RUN
MAD MAX: FURY ROAD – the lifeless desert
THE CONFORMIST – trapped in a spiral by two women and society
TROPIC THUNDER
THE BIG CHILL [the music] – nostalgia
MELANCHOLIA – darkness, shadow, Tristan & Isolde
MUDBOUND – slobby, difficult earth
THE SHAPE OF WATER – the emotional underpinnings of the Cold War era; repression vs. freedom, communism-socialism vs. capitalism

Conceptual

AVATAR – the trees = interconnectedness of life
A WRINKLE IN TIME – glasses & tesseract, multiple realities
INCEPTION – the spinning jack
THE CONFORMIST – fallen leaves, impressive but empty rooms
THE MATRIX – jacked-in
PATTON – windmills ala Don Quixote
LAWRENCE OF ARABIA – Sherif Ali riding towards Lawrence at the well
THE SHAPE OF WATER – inclusiveness vs. exclusiveness, acceptance of Nature vs. control of Nature

STORY SOURCES

AESOP'S FABLES - Laura Gibbs

ALCHEMY & MYSTICISM – Alexander Roob

BEYOND THE HERO'S JOURNEY - Pamela Jaye Smith [CDs/audio tapes]

BHAGAVAD GITA, MAHABARATA, RIG VEDA, UPANISHADS - Hindu classics

BIBLE. KORAN.

BULLFINCH'S MYTHOLOGY

Joseph Campbell..... All his works. In particular:

THE POWER OF MYTH - from the Bill Moyers TV show

HERO WITH A THOUSAND FACES (aka the Hero's Journey)

INNER REACHES OF OUTER SPACE, Metaphor as Myth & Religion

THE MASKS OF GOD - 4-pt analysis of mythology through time

CANTERBURY TALES - Geoffrey Chaucer

CHILDREN'S HOMER, THE – Padraic Colum

DECAMERON, THE - Giovanni Boccaccio

GOLDEN BOUGH, THE - Sir James Frazer

GREEK MYTHS, THE - Robert Graves

GRIMM'S FAIRY TALES - the Brothers Grimm

LIBRARY OF THE WORLD'S MYTHS AND LEGENDS - Peter Bedrick Books

MEMORIES AND VISIONS OF PARADISE: EXPLORING THE UNIVERSAL MYTH OF

A LOST GOLDEN AGE – Richard Heinberg

METAMORPHOSIS - Vergil, Roman poet and mythologist

MOTHER GOOSE, compilations of folklore and fairy tales

MYTHIC PAST, THE - Thompson [on the myths of the Bible]

MYTHOLOGIES (of many cultures, separate books) Geoffrey Parrinder

MYTHOLOGY - Edith Hamilton

NEW LAROUSSE ENCYCLOPEDIA OF MYTHOLOGY

POWER OF THE DARK SIDE, THE – Pamela Jaye Smith

STORY OF CIVILIZATION, THE - Will and Ariel Durant

WHITE GODDESS, THE - Robert Graves

RECOMMENDED READING

CHILDREN'S HOMER, THE	Padraic Colum
CONCERNING THE SPIRITUAL IN ART	Wassily Kandinsky
EMBLEMS OF MIND The Inner Life of Music and Mathematics -	Edward Rothstein
EMOTIONAL INTELLIGENCE	Daniel Goleman
ESSAYS ON SCIENCE OF MYTHOLOGY	Carl Jung
GATEWAY TO INNER SPACE: Sacred Plants, Mysticism & Psychotherapy -	edited by Christian Ratsch, Prism Press
GENERAL THEORY OF LOVE	Thomas Lewis, et al
THE GOLDEN BOUGH	Sir James Frazer
GRAMMATICAL MAN	Jeremy Adams
HIGHER CREATIVITY	Willis Harman & Howard Rheingold
ESOTERIC PSYCHOLOGY I & II	Alice Bailey
THE HOLOGRAPHIC UNIVERSE	Michael Talbot
HOW THE MIND WORKS	Steven Pinker
HOW TO THINK LIKE LEONARDO DA VINCI	Michael J. Gelb
INNER REACHES OF OUTER SPACE	Joseph Campbell
INSIGHTS OF GENIUS: Imagery and Creativity in Science and Art -	Arthur I. Miller
IN THE THEATER OF CONSCIOUSNESS: Workspace of the Mind -	Bernard J. Baars
LIFE, PAINT AND PASSION	Michele Cossou
MAN AND HIS SYMBOLS	Edited by Carl Jung
MAN, GRAND SYMBOL OF THE MYSTERIES	Manly P. Hall
MOLECULES OF EMOTION	Dr. Candace Pert
THE MYSTIC SPIRAL Journey of the Soul	Jill Purce
MYTHOLOGY	Edith Hamilton
NEW LAROUSSE ENCYCLOPEDIA OF MYTHOLOGY	
ORIGIN OF CONSCIOUSNESS IN BREAKDOWN OF THE BICAMERAL MIND	Julian Jaynes
POWER OF THE DARK SIDE	Pamela Jaye Smith
SHOW ME THE LOVE	Pamela Jaye Smith & Monty Hayes McMillan
STALKING THE WILD PENDULUM: Mechanics of Consciousness -	Itzhak Bentov
SUPER FACULTIES AND THEIR CULTURE	Manly P. Hall
SYMBOL & SYMBOLIC	Schwaller de Lubicz
SYMBOLS.IMAGES.CODES	Pamela Jaye Smith
THE SISTERS GRIMM	Michael Buckley
THE TEMPLE IN MAN	Schwaller de Lubicz
THINK OUT OF THE BOX	Mike Vance/Diane Deacon
THOUGHT CONTAGION: How Belief Spreads Through Society, The New Science of	Memes
USER ILLUSION, THE	Aaron Lynch
WHY PEOPLE BELIEVE WIERD THINGS: Pseudoscience, Superstition, and Other	Tor Norretranders
Confusions of Our Time	Michael Shermer

RESOURCES

BACA – Bikers Against Child Abuse	http://bacaworld.org/
Birth2Work – “Leading Your Child to Success”	www.birth2work.org
Center for Conscious Creativity	www.consciouscreativity.org
Conscious Media Visionaries	http://www.consciousmediavisionaries.com/
Create Now – Empowering Youth through Arts Mentoring	www.createnow.org
Entertainment Industries Council	www.eiconline.org
Good News Network	https://www.goodnewsnetwork.org/
Institute of Noetic Sciences	www.noetic.org
Joseph Campbell Foundation	www.jcf.org
Krotona Institute of Theosophy	http://www.krotonainstitute.org/
Malala Fund	https://www.malala.org/
Millennium Project	www.millennium-project.org
Mythic Challenges	www.mythicchallenges.com
MYTHWORKS	www.mythworks.net
Philosophical Research Society	www.prs.org
Thrivers Sisterhood	http://thriversisterhood.com/
Story-Telling for Social Profit	http://everythingstory.org/

Learn more in the ‘Beyond the Hero’s Journey’ workbook...

<http://www.pamelajayesmith.net/products/books/beyond-the-heros-journey/>

And in various seminar downloads...

<http://www.pamelajayesmith.net/products/cds-and-audio-tapes/>

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