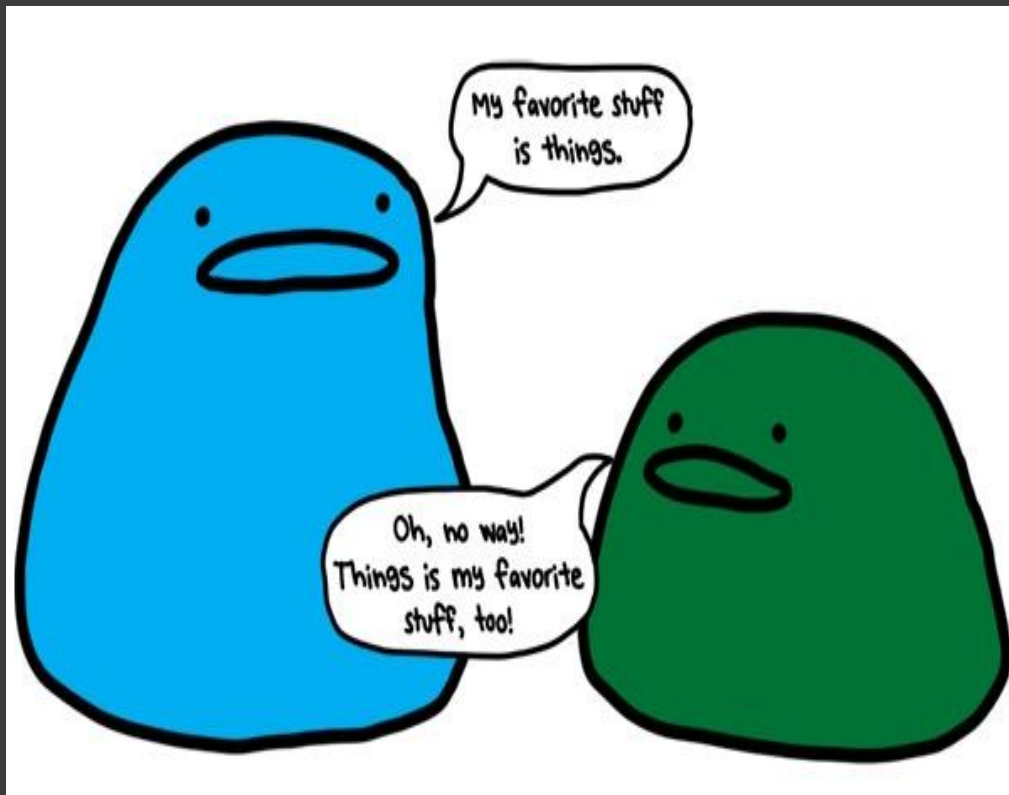


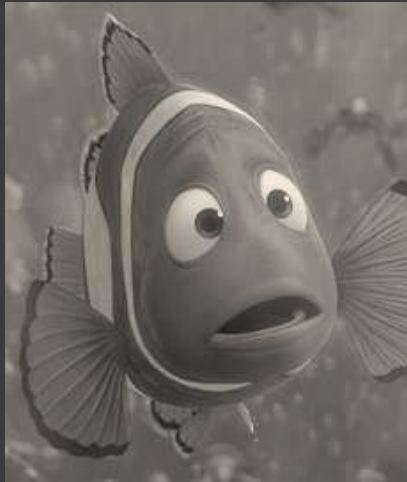
ARCHETYPES

images, symbols, characters, patterns, and settings that happen in all kinds of literature to create unity



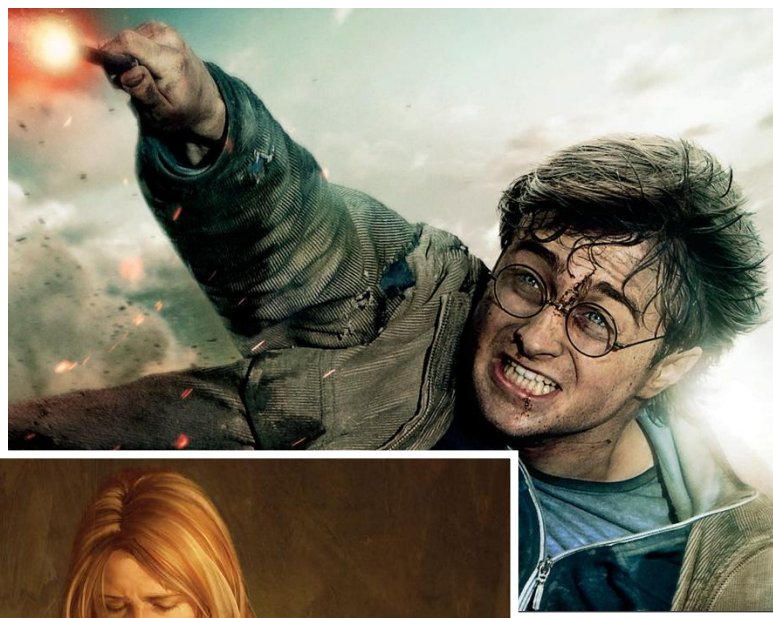
What are common characteristics of archetypes?

- Build commonality with all humanity
- Can be subconscious
- Universal, understood by everyone
- Recurring, change with modern times, relate to the past in order to find meaning in a contemporary world
- Literature may change, but the archetypes generally don't



ARCHETYPAL CHARACTERS

THE HERO



- portrayed as “larger than life”
- outstanding qualities and abilities
- embodies the ideals of his/her culture and society
- self-sacrificial
- will endure separation and hardship for his/her people
- must pay a price to achieve goal
- must go from “ordinary world” into the “unknown”; comes back changed
- must return and spread new knowledge, but does not have to stay



THE ANTI-HERO

- reluctant to consider self capable of accomplishing goal
- might be selfish, addicted, corrupt, sullen, or disaffected
- believes “the ends justify the means”
- typically transforms into a fuller, happier, or more complete person because of struggles
- can sometimes die at the end, even while overcoming

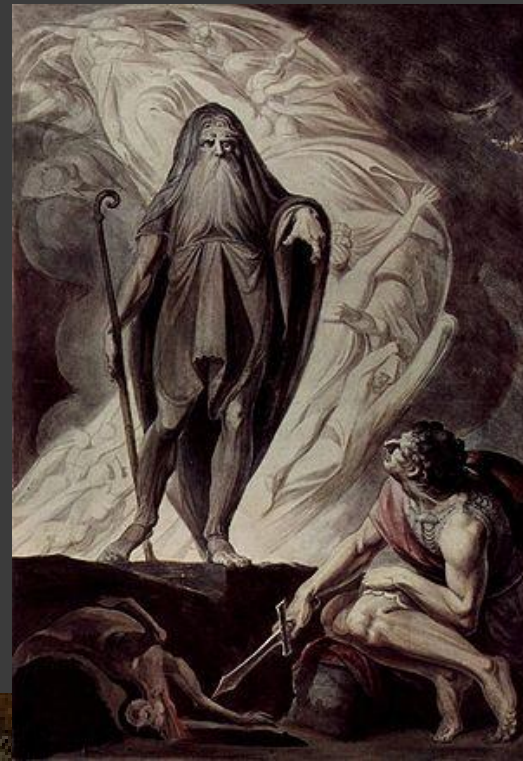


THE VILLAIN

- the “bad guy”
- tends to have a negative effect on others
- Usually involved in or devoted to wickedness or crime
- Constitutes an important evil agency in the plot

THE WISE OLD MAN

Super smart philosopher with
sound judgment
Sometimes bearded



THE DAMSEL IN DISTRESS

- usually a beautiful young woman placed in a dire predicament by a villain or monster
- needs the hero to rescue her





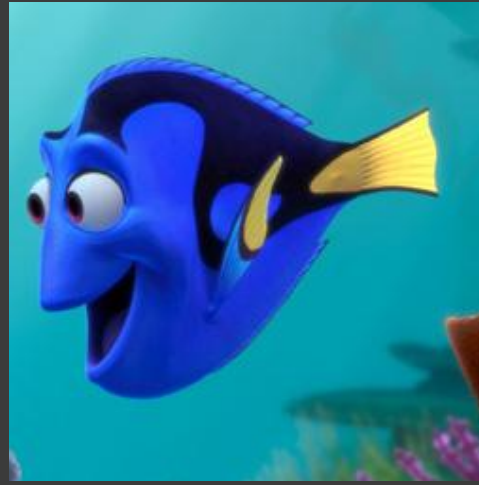
THE SHREW

- a woman who is excessively unpleasant
- prone to temper tantrums, emotional and psychological warfare, and abuse
- will go to extreme measures to get her way
- dominates her relationships, especially the one with her weaker willed husband



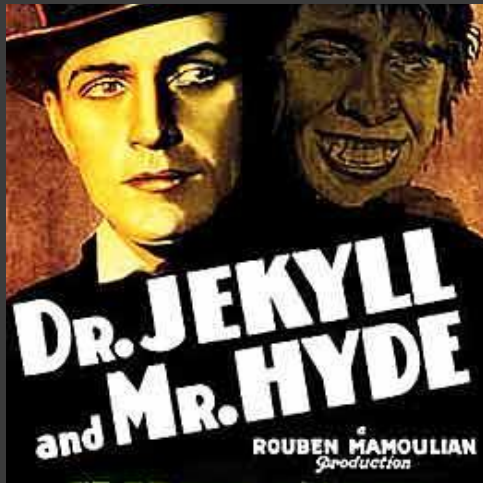
THE INNOCENT

- promised that life need not be hard
- naïve/inexperienced person exposed to the evil in the world
- usually moves from innocence to experience and knowledge



THE HELPFUL ANIMAL

- any animal that helps the hero
- can be a sidekick that offers reason to the hero when he gets stuck and can't figure his way out



ALTER-EGO OR DOUBLE

Split or opposite personalities within one individual



EARTH MOTHER

provider: protecting,
nurturing, sheltering,
nourishing female character



THE TEMPTRESS
through her power and/or
beauty, can render a strong
man weak and a wise man
foolish

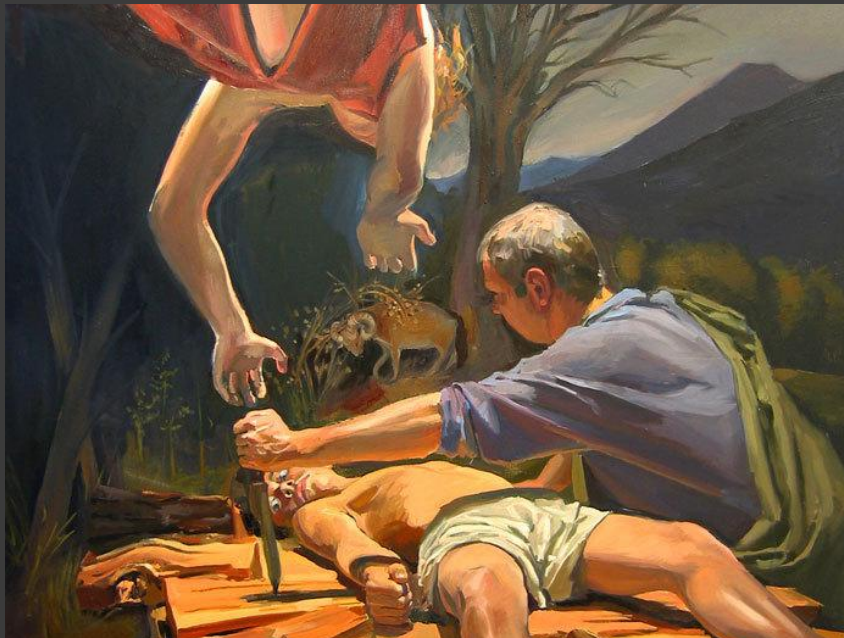
OPPOSITES OR COMPLEMENTARY PAIRS

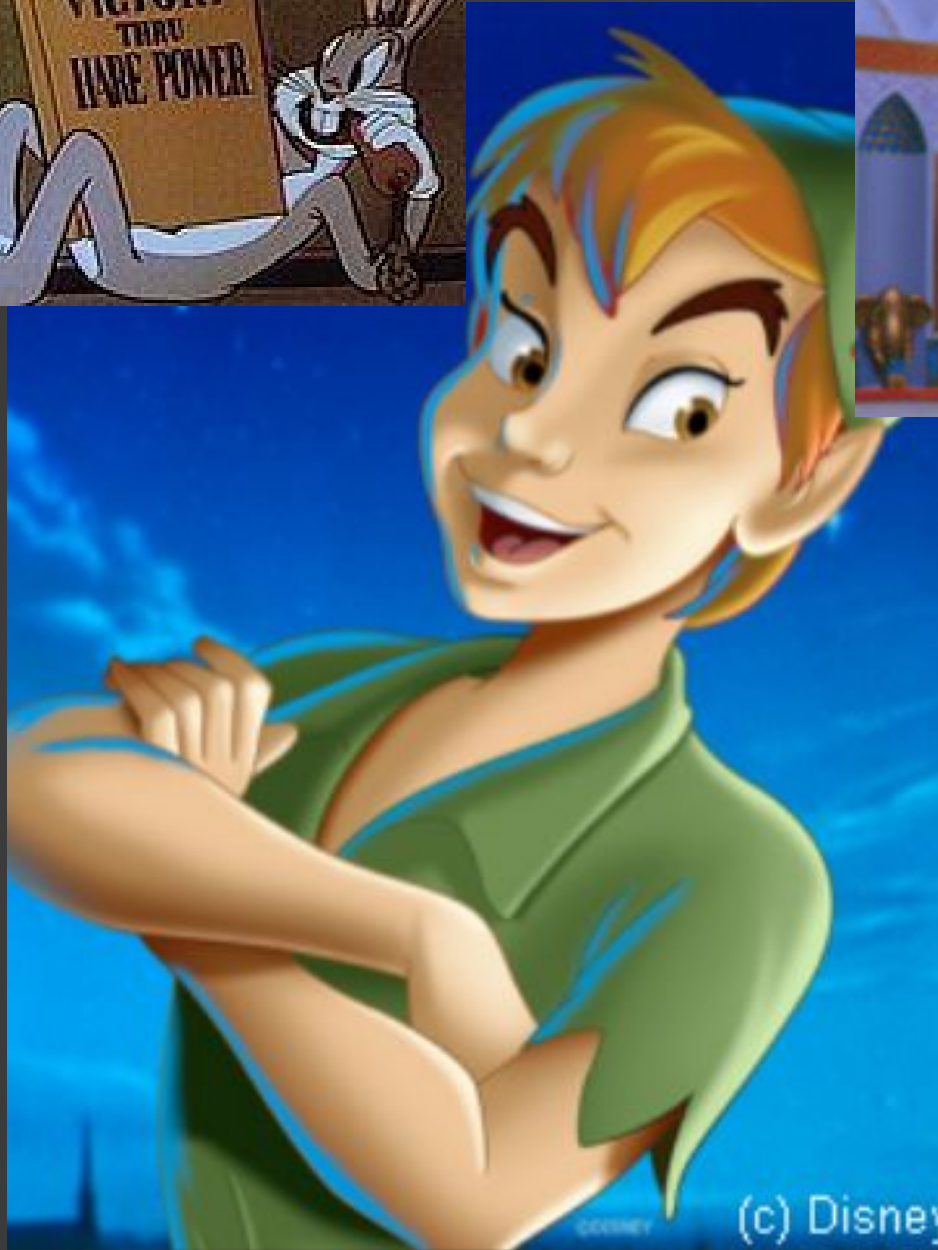
Two opposing individuals who, if combined, would make one balanced and “complete” individual.



SCAPEGOAT OR SACRIFICIAL VICTIM

One who suffers or is
blamed unjustly so
others may escape
blame or punishment.





THE TRICKSTER

a god, goddess, spirit,
man, woman, or
anthropomorphic animal
who plays tricks or
disobeys normal rules and
behavior



THE UNFAITHFUL WIFE

A woman married to a man she sees as dull or distant while being attracted to a more virile and interesting man





THE WICKED STEPMOTHER

- Persecutes the child left behind after the father dies, leading to conflict
- Serves to support the *motif* of glorified motherhood and the *theme* that nonmaternal women are dangerous



ARCHETYPAL SETTINGS

THE GARDEN

carefully planned and kept, restricted to certain vegetation, represents order



THE FOREST/ COUNTRYSIDE

- Habitat of Mother Nature who keeps control
- Fertility
- Those who enter often lose their way
- Opposite of the garden



THE TREE

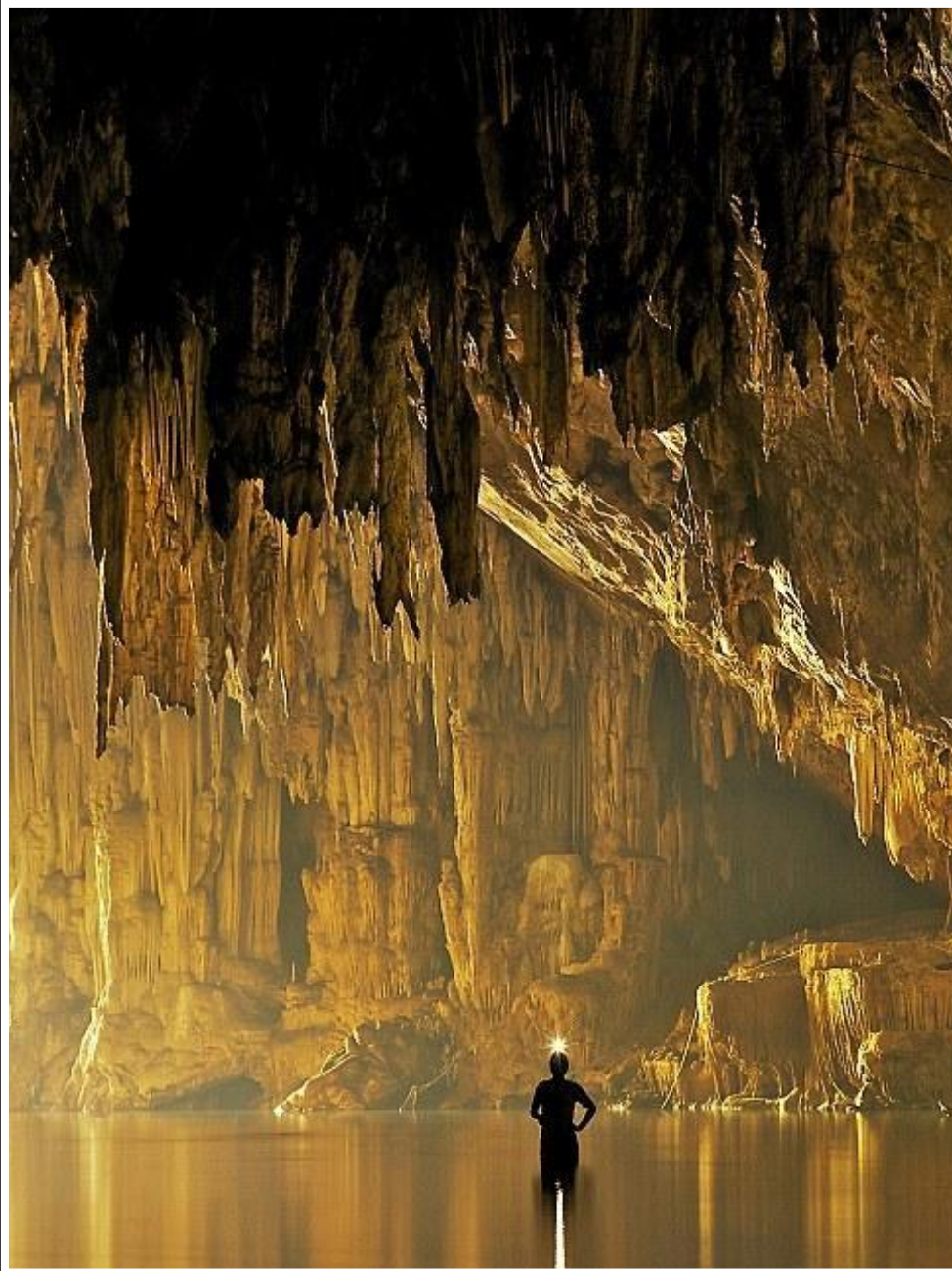
Represents life and knowledge



MOUNTAINS/PEAKS

- Highest peak is place to “see” far
- Place to gain great insight





THE CAVE

- Deep down where the character self-reflects
- At the extreme may signify death

WATER

Cleansing, renewal, rebirth, baptism

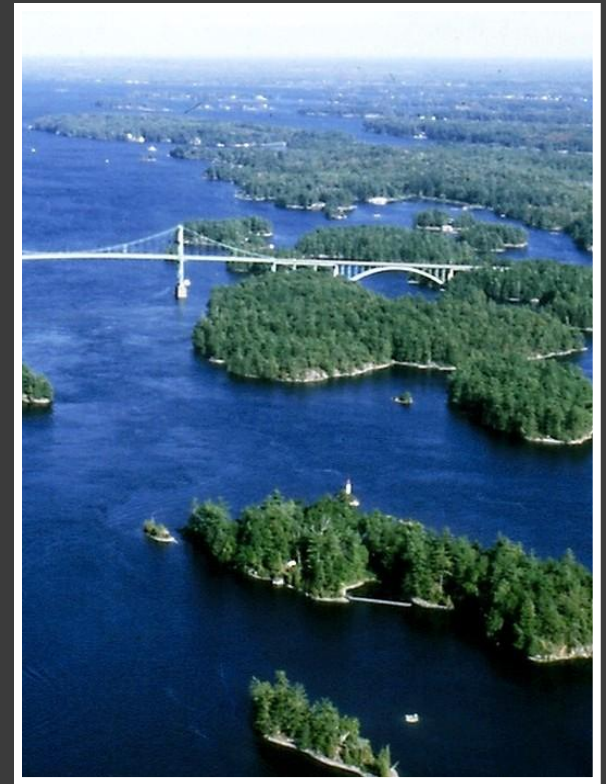
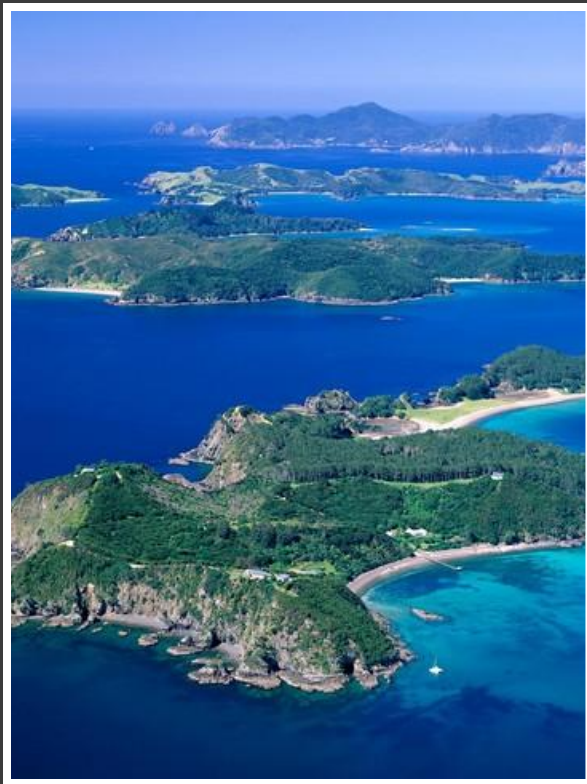
The river: boundaries and
passage of time



The sea: chaos and
infinity

The fountain: purification
and new life





ISLANDS

- small worlds unto themselves
- represent isolation

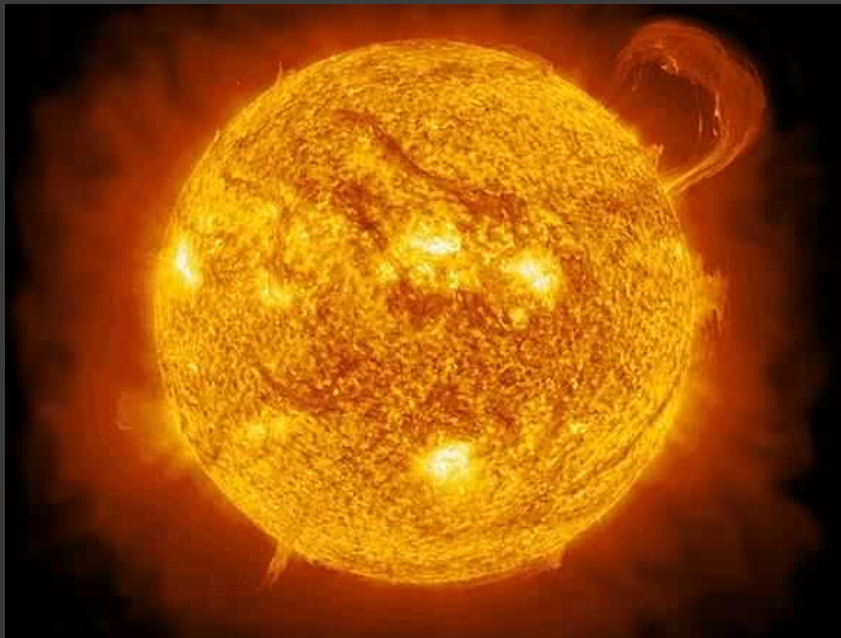


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ARCHETYPAL SYMBOLS

THE SUN

- consciousness (thinking, enlightenment, wisdom)
- Passage of time and life
 - Rising sun: birth; creation; enlightenment
 - Setting sun: death



COLORS



Red: blood, sacrifice, violent passion, disorder

Green: growth, sensation, hope, fertility

Blue: highly positive, truth, religious feeling, spiritual purity, security

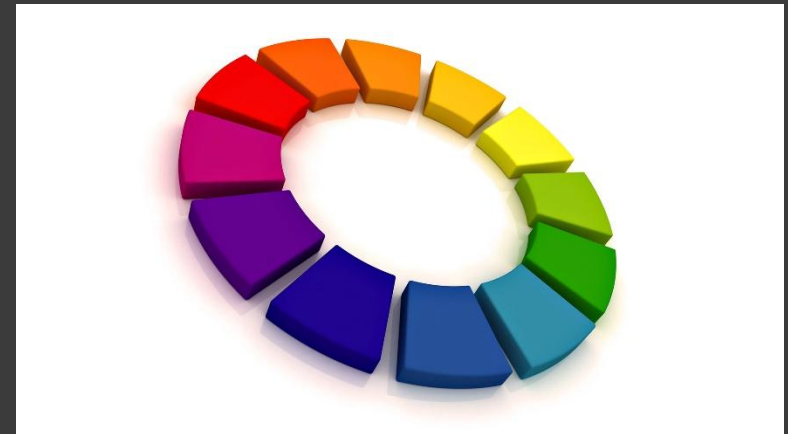
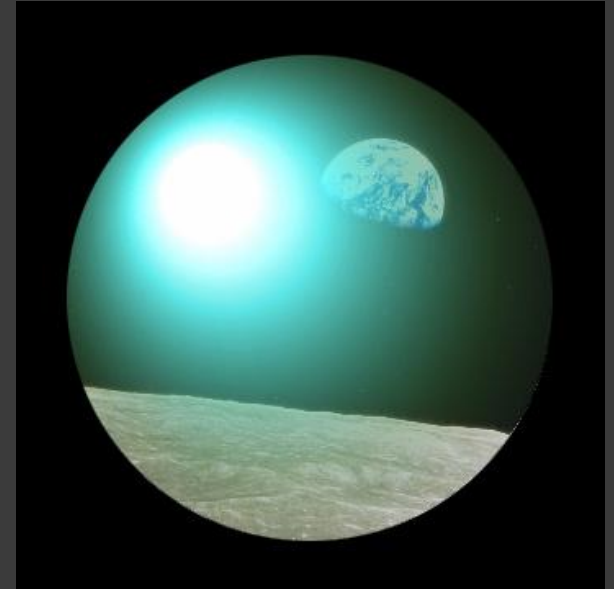
White: light, purity, innocence, supernatural

Black: chaos, mystery, the unknown, death, evil

THE CIRCLE

Wholeness, completion,
unity

Passage of time





SERPENT

- Snake or worm
- Usually symbol of evil, corruption, sensuality, mystery
- Sometimes symbol of energy and wisdom



NUMBERS (Western Culture)

Three: light; spiritual awareness and unity (The holy Trinity); the male principle

Four: associated with the circle; life cycle; four seasons; female principle, earth, nature; four elements (earth, air, fire, water)

Seven: the most potent of all symbolic numbers – signifies the union of three and four; the perfect order

Twelve: The completed heavenly cycle

Thirteen: Betrayal, death, negativity; except in Native American culture where the number is sacred



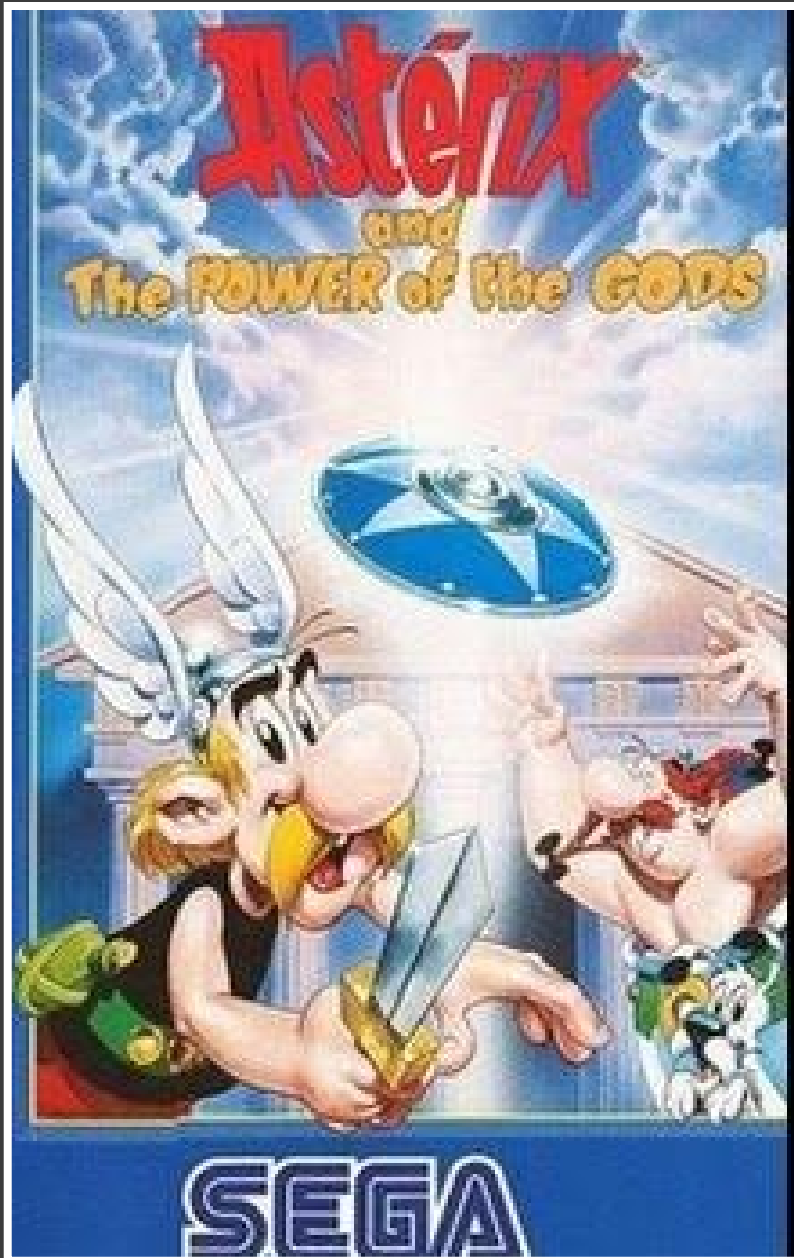
LIGHT VS. DARKNESS

- Light usually suggests hope, renewal, or intellectual illumination
- Darkness implies the unknown, ignorance or despair

DESERT VS. WATER

- Desert appears as death or lack of life
- Water appears as birth or rebirth





SUPERNATURAL INTERVENTION
A god or supernatural/mysterious figure who intervenes for or sometimes against the hero

FIRE VS. ICE

- Fire can represent light, life, rebirth OR destruction and damnation
- Ice represents ignorance, darkness, sterility





ARCHETYPAL SITUATIONS

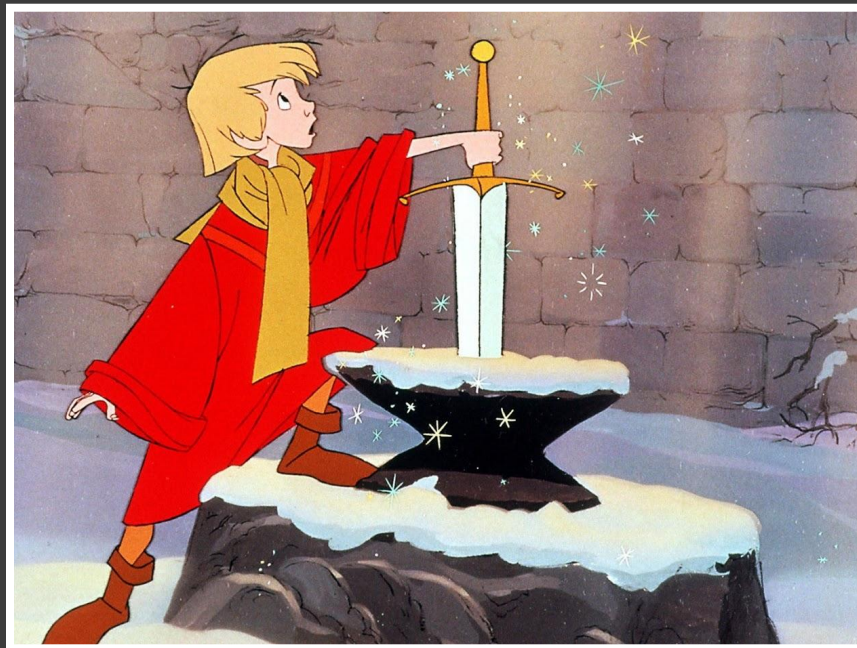


THE QUEST: GET SOMETHING!

The search for some important person or thing, which, when found and brought back, will restore goodness and life.

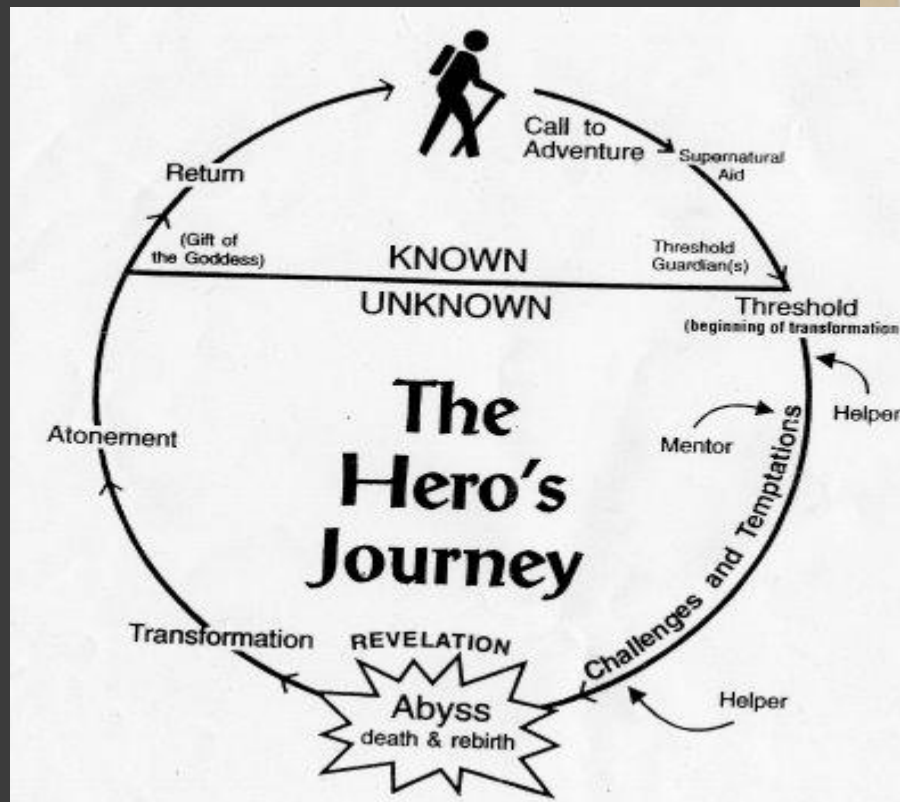
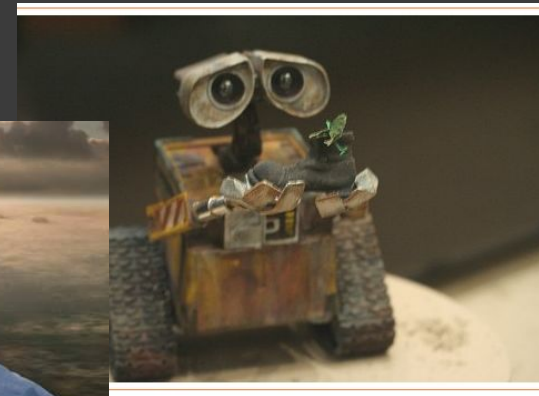
THE TASK: DO SOMETHING!

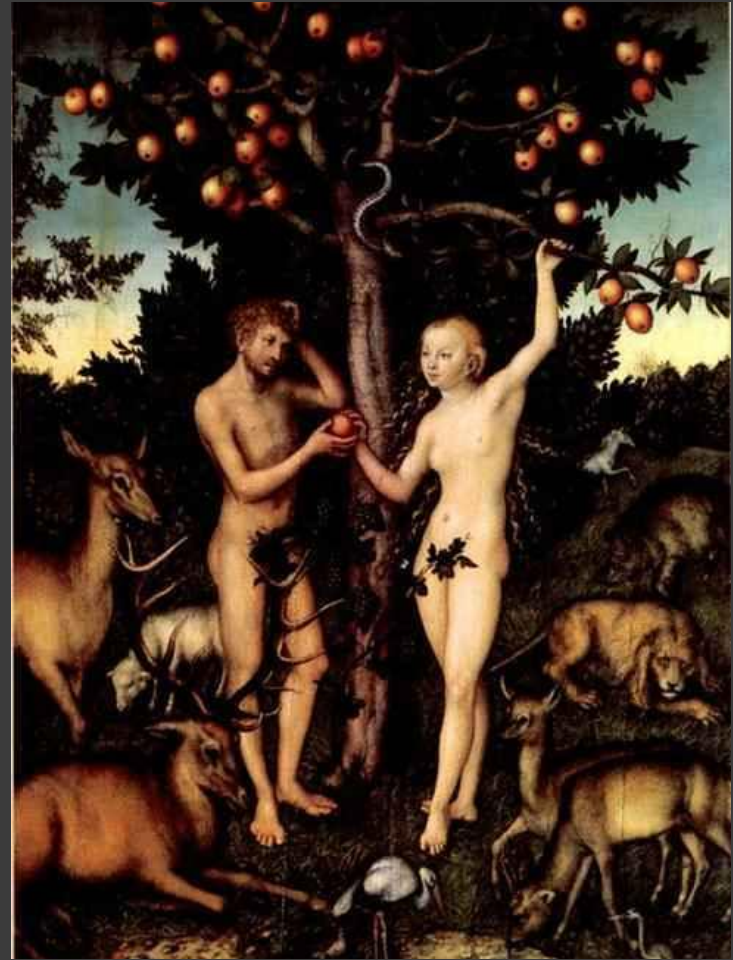
- to save the kingdom
- to win the fair lady
- to identify himself so he may reassume his rightful position
- ...the hero must perform a superhuman deed



THE JOURNEY: LEARN SOMETHING!

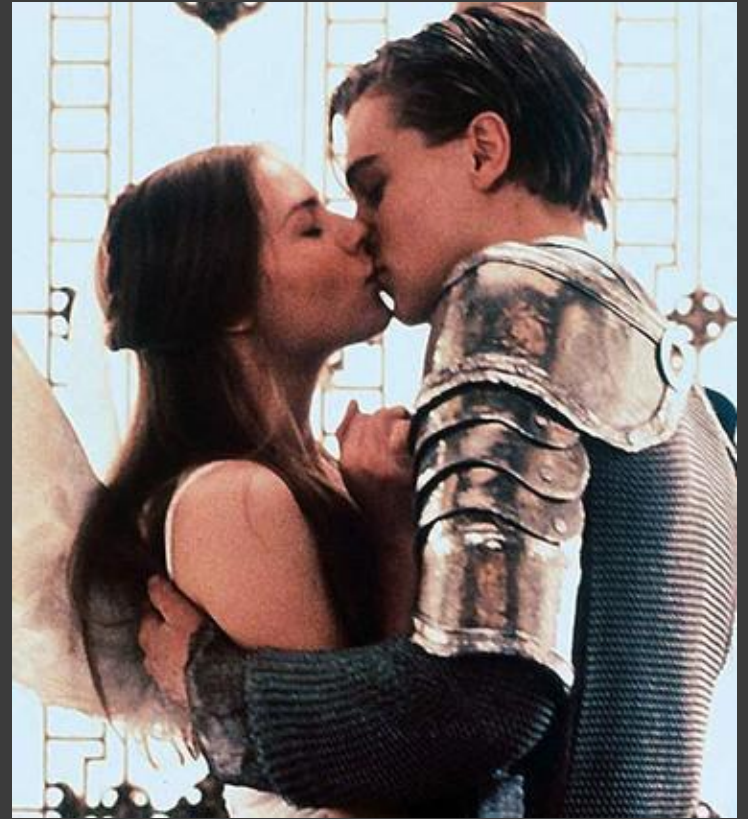
The hero searches for some truth or information necessary to restore goodness to the kingdom.





THE FALL

- Descent from a higher to a lower state of being
- Involves a loss of innocence



ARCHETYPAL THEMES AND MOTIFS

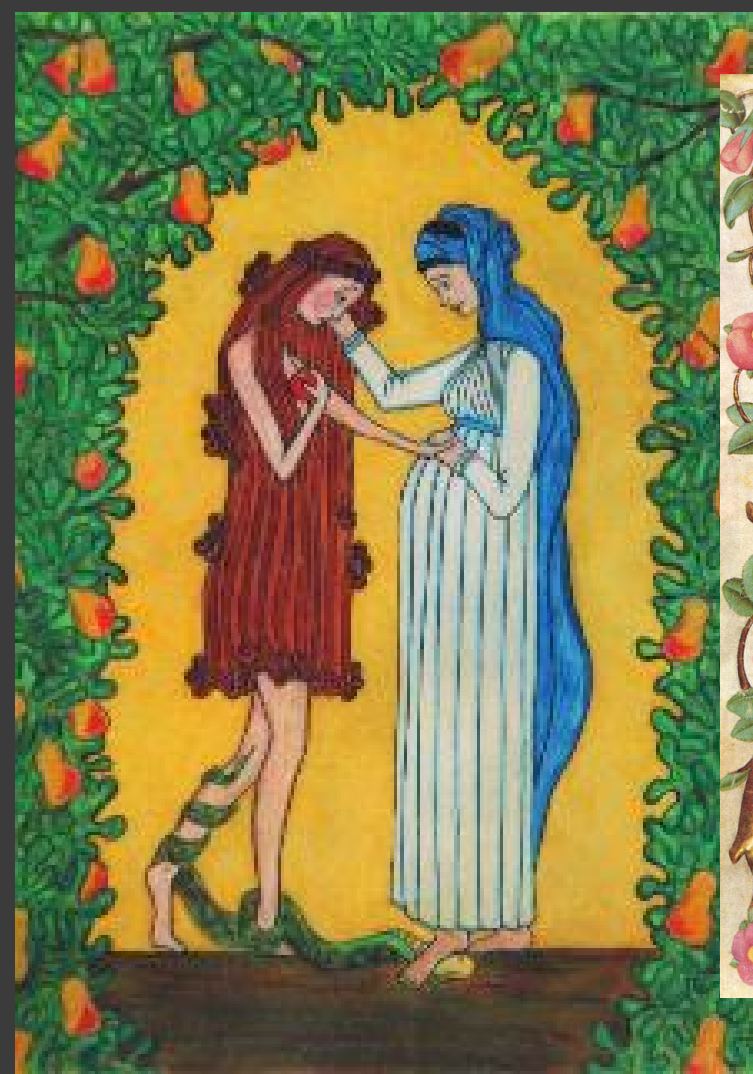
EVE VS. MARY

This motif represents the dichotomy (split) in the view of women.

Eve is held responsible for the fall of Man, and as a result, is the original archetypal temptress. She is viewed as sexualized, disobedient, and untrustworthy.

Mary gave virgin birth to Christ, and thereby, saved mankind, represents the innocent and earth mother. She is viewed as pure, obedient, and loyal.

The dichotomy exists when society tries to fit women into one category or the other: Eve or Mary.

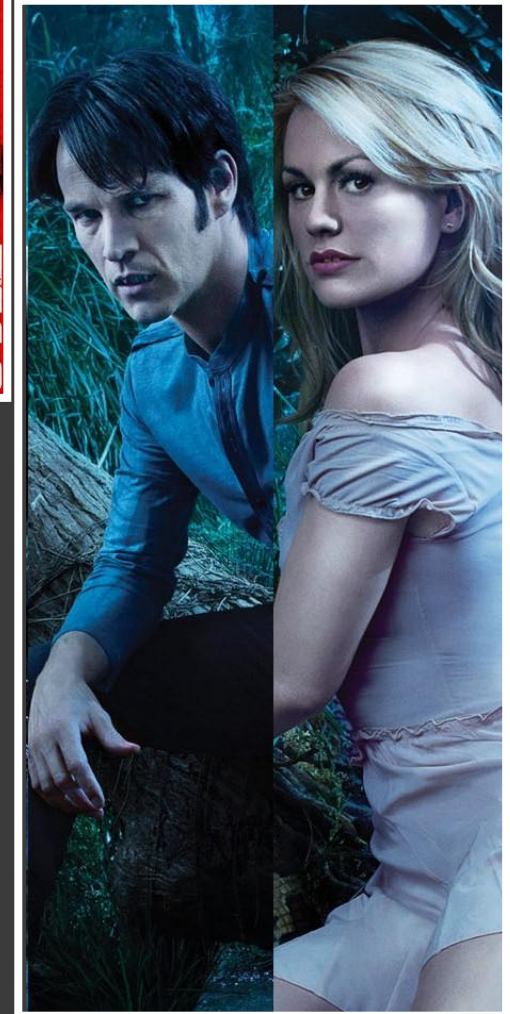
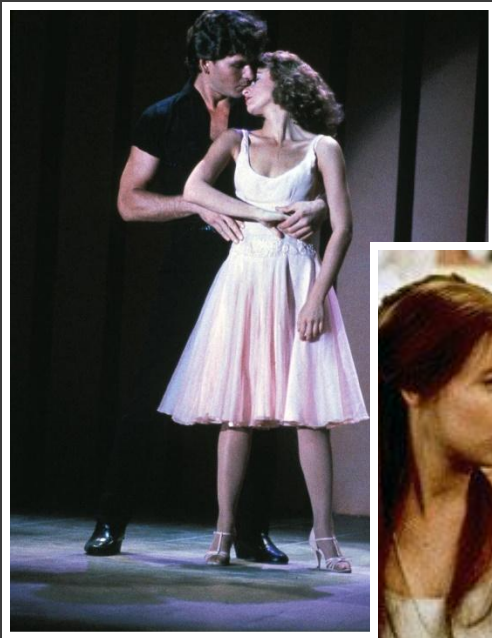


HEAVEN VS. HELL

Heaven: the sky and mountain tops, housing the gods; a place of peace

Hell: the depths of the earth, containing the evil force that inhabits this universe; a place of punishment



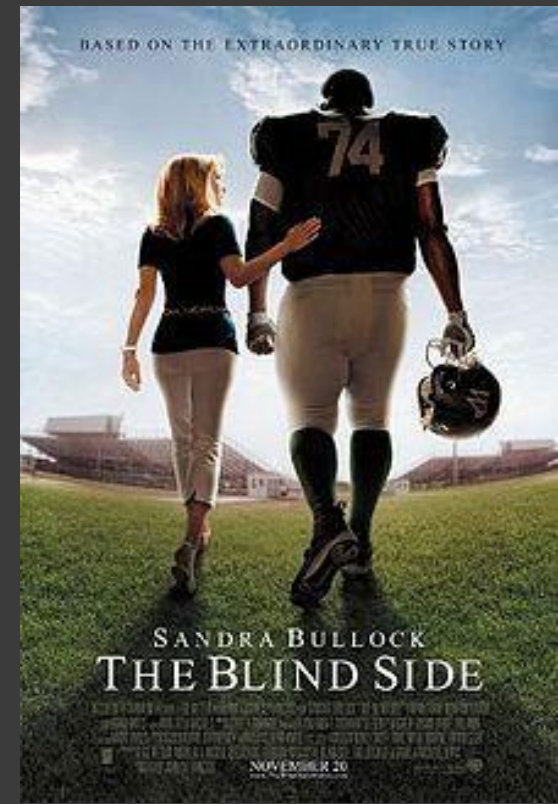


FORBIDDEN LOVE/STAR-CROSSED LOVERS

- a pair of lovers opposed by outside forces
- originally means the pairing is being "thwarted by a malign star" or that the stars are working against the relationship

RAGS TO RICHES/ TRANSFORMATION

When someone rises from poverty to wealth,
or sometimes from obscurity to fame





GUILT AND REDEMPTION

- When a character feels bad and wants to atone for real or perceived sin
- Requires some kind of heroic act or sacrifice

LOVE CONQUERS ALL.

After all the hardships, for good or bad, love will triumph.





THE RISE AND FALL OF SUE SYLVESTER

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PRIDE GOES BEFORE A FALL.

- Excessive pride, or *hubris*, is an offense that will eventually be punished.



WHAT GOES AROUND, COMES AROUND.

Wrongdoing will be returned one way or another; good deeds will be rewarded.

