Chapter 3 Quiz

1. Joseph Campbell studied mythology to identify recurring themes and archetypes after a visit to the natural history museum where he learned of native american culture rich in myth and storytelling.
2. When Joseph Campbell moved to Woodstock during the depression he was unable to find work so he used his spare time to read (9 hours a day 5 days a week).
3. After discovering Carl Jung, who helped him to identify the common patterns in the stories he read, Campbell’s most compelling teaching is to “follow your bliss” which means that when you decide to put yourself into the field that you most desire everything will fall into place.
4. A storyteller tells the type of story that speaks to their soul. The artist is a product of one’s environment, culture, class structure, period and race you were born into among many other varying factors.
5. Myths are the archetypes of our collective dreams, they are the metaphors that guide us through tough times and show us how to be fully actualized humans.
6. I will look into the history and myths in the cultures of the people that I meet when I travel abroad, I will read extensively and take many notes!
7. It is crucial to know this history of film to become an auteur and not an ammature. How else will I figure out what works and what doesn’t work and what kind of story I want to tell if I don’t have that foundation.
8. An antihero blurs the distinction between hero and villain like Travis Bickle in Taxi Driver, usually the act of heroism is uncharacteristic and they are generally forced into the conflict. An anti-villain is a character that opposes the hero but also mirrors some of his qualities.
9. One should only ever use the monomyth as a light framework to help guide your story. I believe that anti-villains and antiheroes help to keep a story fresh and also make a character relatable. My plan on keeping a fresh and unique voice is to remember that a story can end with a cliffhanger or a twist. There are so many stories to be told, and even more personalities to be explored. “Find the special place where your myth lives”.
10. A heroes journey doesn’t need to start from the call to action, it can start from the end of journey and tumble into another adventure with several mentor figures appearing throughout this way one can incorporate flashbacks to the previous adventure to help them solve the obstacles set forth in the present story.
11. Nothing separates me from real story tellers because I have ideas that I develop and agonize over. The most important trait to have as a storyteller is CREATIVE DISCIPLINE, this means that you must be willing to dedicate 6-8 hours a day writing, developing and rewriting your ideas to be successful in this industry. Storytelling requires dedication and passion.