PRESENTATION CLUB

12 STEP OF THE HERO'S JOURNEY

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A brief explanation of the Hero's Journey and its history.

STAGES

A brief expalanation of stages of the Hero's Journey.

02

PURPOSE

The purpose of using the Hero's Journey on scenario writing.

STEPS

An in depth explanation of 12 steps of the Hero's Journey.





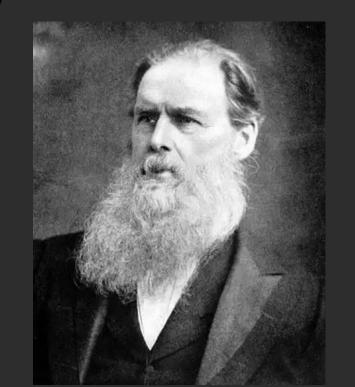


WHAT IS THE HERO'S JOURNEY?



The Hero's Journey, which also known as the monomyth, is a story structure where a hero goes on a quest or adventure to achieve a goal, and has to overcome obstacles and fears, before ultimately returning home transformed.

HISTORY OF THE HERO'S JOURNEY

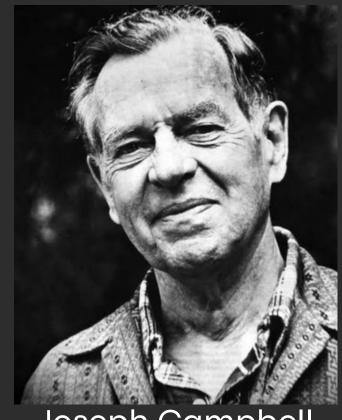


Edward Burnett Tylor

In 1871 anthropologist Edward Burnett Tylor pointed out some of the common aspects of how a hero is narrated in stories. Over the following years, there was much deliberation regarding the concept of the hero's journey by various theorists.

In 1949, writer Joseph Campbell published his mythology book which is called "The Hero with Thousand Faces".

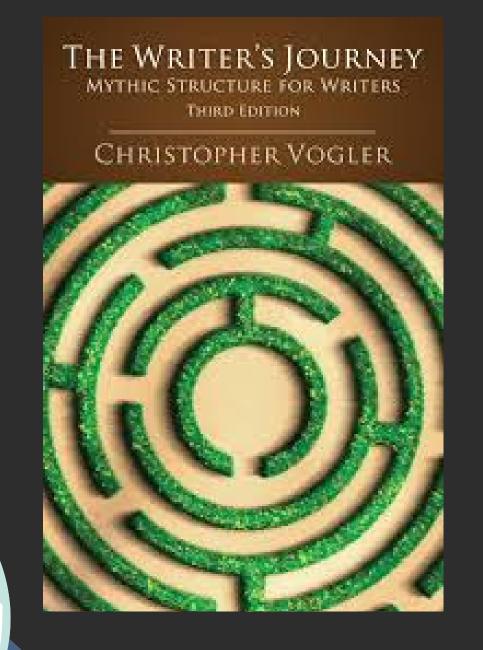
He mentioned the Hero's Journey as monomyth and his Hero's journey had 17 steps. The other writers who read Campbell's book was impressed by book and they used it on their stories.



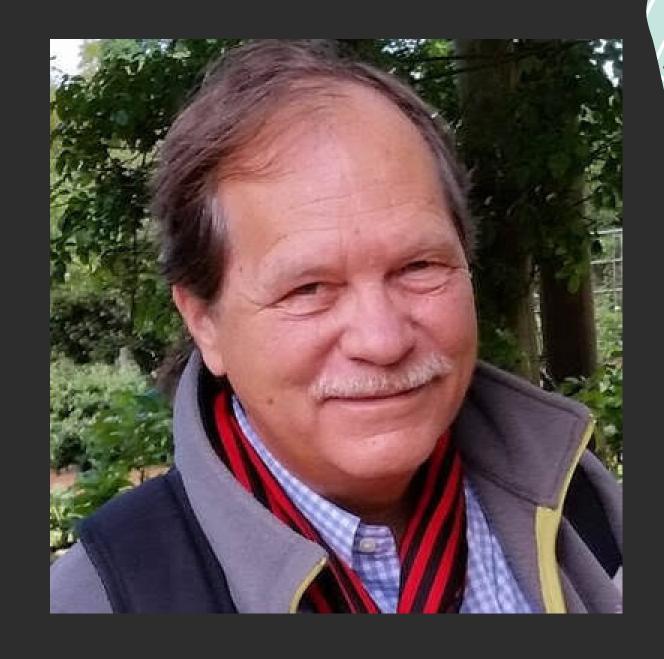
Joseph Campbell



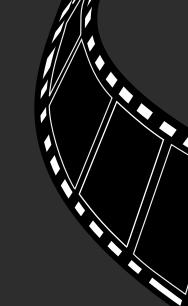
THE HERO'S JOURNEY'S LAST FORM



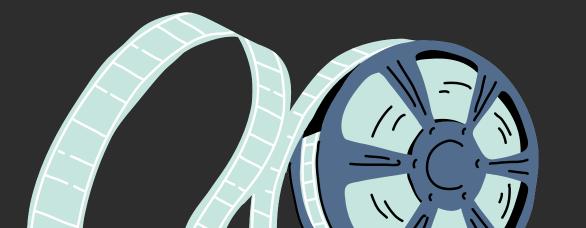
In 2007, Disney screenwriter Christopher Vogler published his book which is called "The Writer's Journey". His version which we are going to talk about had 12 steps.



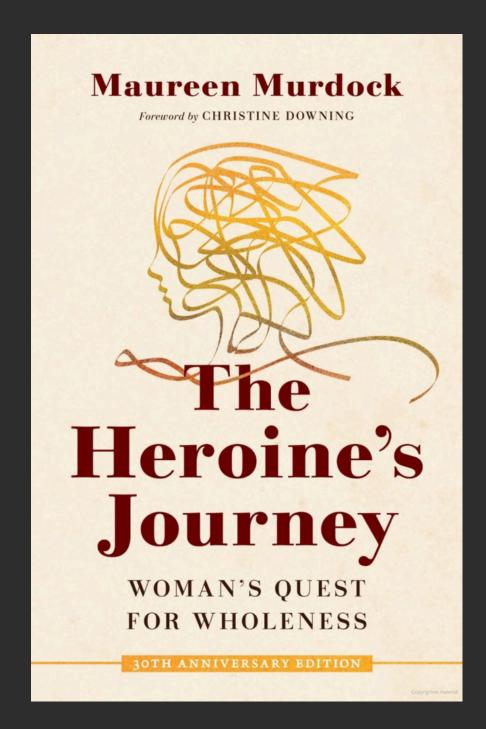
PURPOSE OF THE HERO'S JOURNEY



The purpose of the hero's journey is to create a compelling narrative that resonates with readers on an emotional level. The hero's journey is a timeless plot that has been used to create some of the most memorable works of literature and mythology. It speaks to themes of human experience, including self-discovery, transformation, and growth.







VARIATIONS OF THE HERO'S JOURNEY

A variation of The Hero's Journey is The Heroine's Journey. This term appeared in the book which is called "The Heroine's Journey" and it was written by Maureen Murdock in 1990.

Another variation of The Hero's
Journey is The Antihero's Journey.
It was narrated by Christopher
Bartley.



CERTAIN EXAMPLES OF USAGE OF

THE HERO'S JOURNEY



The Lord of the Rings: The Fellowship of the Ring
2001



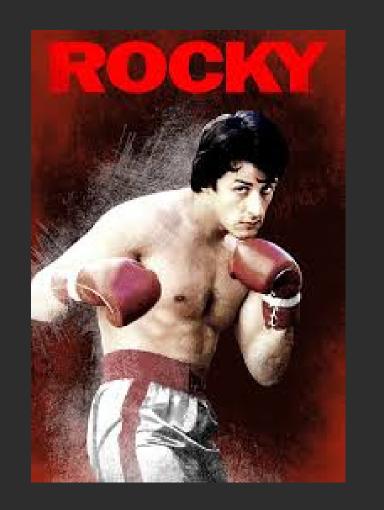
There is a lot of examples of usage of The Hero's Journey.



The Hunger Games 2012

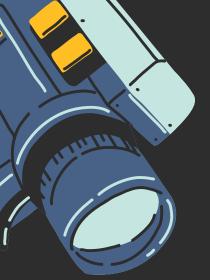


Star Wars: Episode IV A New Hope 1977



Rocky 1976





STAGES AND STEPS OF

THE HERO'S JOURNEY

The Hero's Journey consists 3 stages and 12 steps.



FIRST STAGE: DEPARTURE

1. **Ordinary World**: This is where the hero is living an oblivious life, not realizing his true destiny and the adventure ahead. This is a safe place for the hero, as he lives through his ordinary life.





2. Call to the adventure: This is the part when the hero is called to the adventure. You might have seen this happen in movies and novels in the form of a threat to the hero or his loved ones, an impending disaster that the hero learns about, or an incident that transforms the hero's ordinary life with a sudden jolt.

FIRST STAGE: DEPARTURE

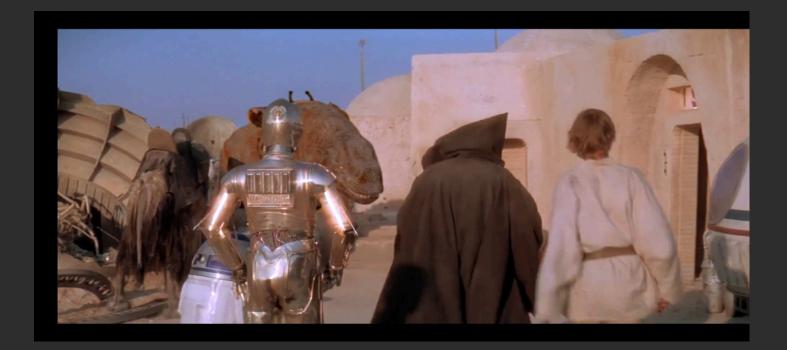
3. **Refusal of the call**: Every hero has fears and doubts that hold them back, at least for a while. This is the part where the hero has doubts about his abilities.



5. **Crossing the threshold**: At this stage, the hero is now ready to heed the call to adventure and departs on the amazing journey, completing the first act, Departure.



4. **Meeting with the mentor**: This is the part where the hero meets the mentor.



SECOND STAGE: INITIATION

6. **Tests**, **Allies**, **and Enemies**: This is the part where the hero is confronted with challenges by his enemies. This is a time of trial and tribulations. The hero must decide who to trust in the wake of great obstacles and threats, testing his abilities to the bitter end.





7. Approach to the inmost cave: This represents a danger, confrontation with a foe, or an actual place where the hero must enter to face the true challenge. It is the call for the final battle. While entering the cave, the hero might once again face his fears and doubts, making the audience realize the hero's plight.

SECOND STAGE: INITIATION

8. **The ordeal**: This is when the final battle occurs. This is the moment of truth when the hero will be reborn through some 'death,' even if it is metaphorical. Facing all his fears, to achieve an incredible feat.





9. Reward: This is when the hero achieves some success. This is when the hero has achieved a major goal and now must return home! The Reward completes the second stage, where the Initiation phase is completed.



LAST STAGE: RETURN

10. **The road back**: Going back home symbolizes the hero's return with the reward. The hero might be returned with acclaim after achieving a great feat.



12. **Return with the Elixir**: The last section of the story details the hero's return from the special world to the ordinary world. The hero now has changed for the better. Show what new skills, items, knowledge, or understanding of the world the hero brings with them (the elixir).



11. **The resurrection**: This is when the hero is reborn. The hero must face a major threat, which is often a face-off with death itself.



CONCLUSION



The hero's journey reflects myths and legends and human nature, and the human will achieve something extraordinary.

Its uses aren't just for adventure stories, though. With a little tweaking, a sweet romance story could also follow this template pretty closely.

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THANK YOU FOR LISTENING!





