

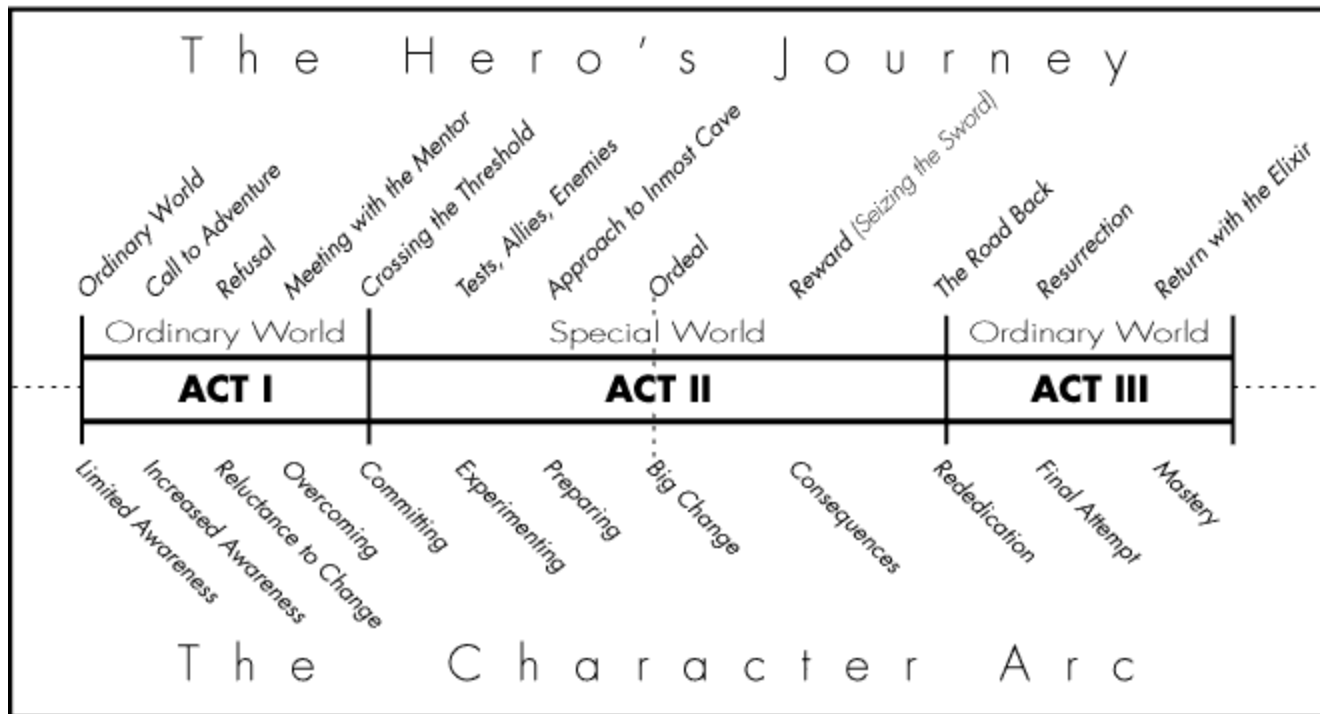
# HERO'S JOURNEY

FROM CHRISTOPHER VOGLER

# Basic Knowledge

- Hero's Journey dalam Buku *Writer's Journey* by Christopher Vogler

## Christopher Vogler "The Hero's Journey"

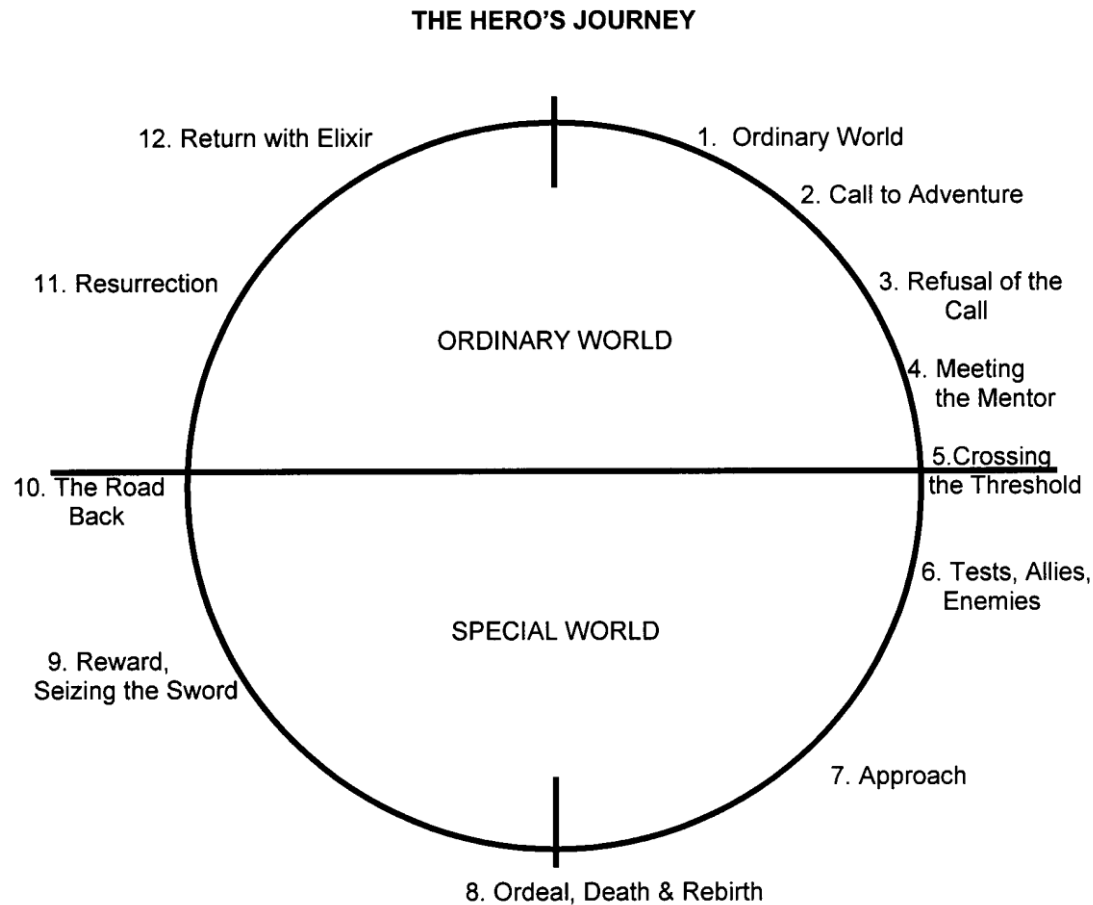


Departure/Separation

Initiation/perploncoan

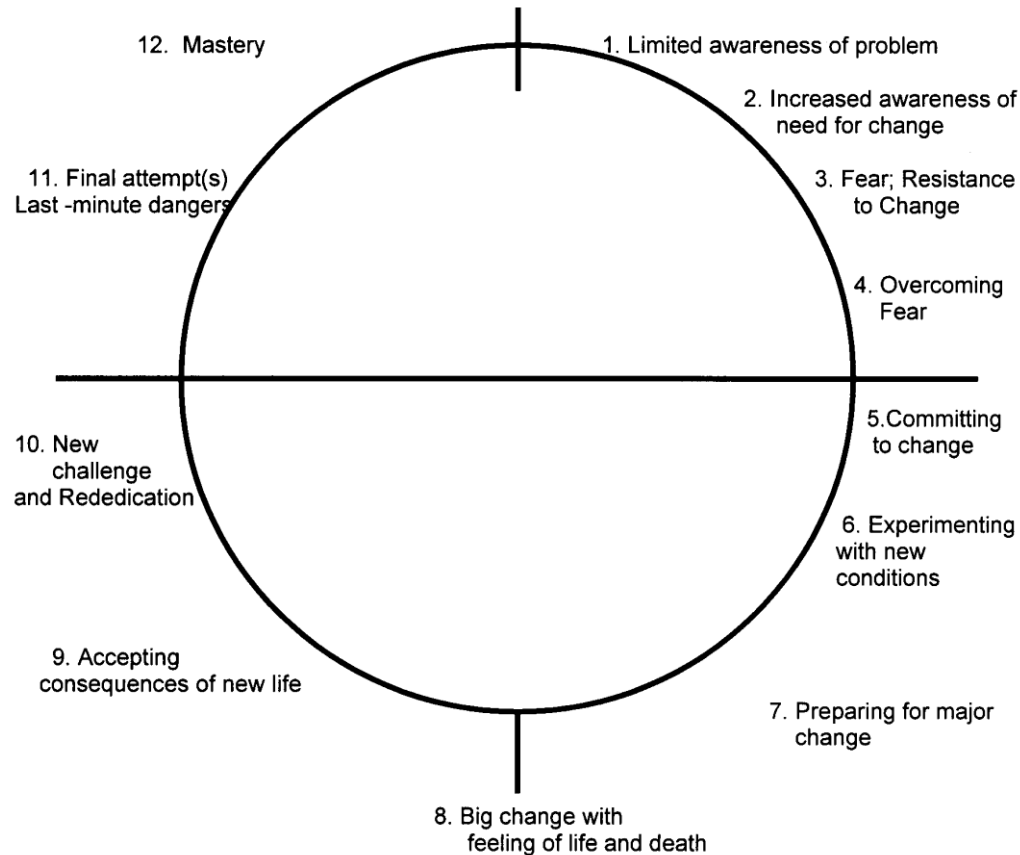
Return

Christopher Vogler **H**ero's Journey



Christopher Vogler **H**ero's Journey

THE HERO'S INNER JOURNEY



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# Archetype

- **HERO**

Central figures in stories.

- **Psychological Function**

- Ego to find the personal identity
- Separate of his/her parents/family/tribe

- **Dramatic Function**

- Audience Identification
- Growth
- Action
- Sacrifice
- Dealing with death

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# Archetype

- **MENTOR**

The hero's guide or guiding principles.  
Wise old man/woman.

- **Psychological Function**

- Represent the self
- The God within us
- Protector
- Image of the parents

- **Dramatic Function**

- Teaching
- Gift-Giving
- Conscience (hati nurani)
- Motivation
- Planting
- Sexual Initiation (initiate mystery of love)

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# Archetype

- **THRESHOLD GUARDIAN**

Kekuatan untuk membalik arah (titik balik)

bentuk: musuh yang iri, penjaga, ketakutan dan keraguan, cuaca buruk

- **Psychological Function**

- Internal demons (sakit hati, dendam, ketergantungan, rendah diri)

- **Dramatic Function**

- Testing the Hero
- Challenge and test heroes on the path

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# Archetype

- **HERALD**

One who brings the Call to Adventure

bentuk: person or an event

- **Psychological Function**

- Call for change

- **Dramatic Function**

- Motivation
- provide motivation
- offer the hero a challenge
- and get the story rolling



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# Archetype

- **SHAPESHIFTER**

Sesuatu yang bisa berubah bentuk fisik/non fisik

“bermuka dua”

- **Psychological Function**

- to express the energy of the animus (kebencian) and anima (kebaikan)

- **Dramatic Function**

- bringing doubt (keraguan) and suspense (ketegangan) into a story

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# Archetype

- **SHADOW**

Villains and enemies

The dark side of the Force

the repressed possibilities of the hero

his or her potential for evil (enemy within)

- **Psychological Function**

- represent the power of repressed feelings

- **Dramatic Function**

- challenge the hero and give her/his a worthy opponent in the struggle

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# Archetype

- **ALLY**

Characters who help the hero through the change. Sidekicks, buddies, girlfriends who advise the hero through the transitions of life.

- **Psychological Function**

- represent powerful internal forces that can come to our aid in a spiritual crisis.

- **Dramatic Function**

- Give more power for hero

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# Archetype

- **TRICKSTERS**

Clowns and mischief (kenakalan)-makers

- **Psychological Function**

- They cut big egos down to size, and bring heroes and audiences down to earth.

- **Dramatic Function**

- Comic Relief, balance between cry and laugh

# Stage of the Journey

- **THE ORDINARY WORLD**

- to create a vivid contrast with the strange new world he is about to enter.
- identify with the situation or dilemma
- Dunia biasa kehidupan sehari-hari

# Stage of the Journey

- **THE CALL TO ADVENTURE**
  - Something shakes up the situation
  - something rising up from deep within
  - The seeds of change and growth are planted
  - hero must face the beginnings of change

# Stage of the Journey

- **REFUSAL THE CALL**

- The hero feels the fear of the unknown
- tries to turn away from the adventure
- another character may express the uncertainty and danger ahead

# Stage of the Journey

- **MEETING WITH THE MENTOR**

- The hero comes across a seasoned traveler of the worlds who gives him or her:

- Training
- Equipment
- or advice

that will help on the journey.

- the hero reaches within to a source of courage and wisdom.



# Stage of the Journey

- **CROSSING THE FIRST THRESHOLD**
  - At the end of Act One, the hero commits to leaving the Ordinary World and entering a new region or condition with unfamiliar rules and values.

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# Stage of the Journey

- **TESTS, ALLIES AND ENEMIES**
  - The hero is tested and sorts out allegiances in the Special World.

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# Stage of the Journey

- **APPROACH IN MOST CAVE**

- The hero and new found allies prepare for the major challenge in the Special world.

# Stage of the Journey

- **THE ORDEAL**

- Near the middle of the story, the hero enters a central space in the Special World and confronts death or faces his or her greatest fear.
- Out of the moment of death comes a new life.

# Stage of the Journey

- **THE REWARD**

- Celebration!
- but there is also danger of losing the treasure again.

# Stage of the Journey

- **THE ROAD BACK**

- driven to complete the adventure
- leaving the Special World to be sure the treasure is brought home.
- signals the urgency and danger of the mission.
- Tantangan yang paling berbahaya

# Stage of the Journey

- **THE RESSURECTION**

- The Climax!
- Pemurnian jiwa setelah melampaui pengorbanan terakhir
- moment of death and rebirth
- conflict at the beginning are finally **resolved**.

# Stage of the Journey

- **RETURN WITH THE ELIXIR**
  - The hero returns home or continues the journey
  - bearing some element of the treasure that has the power to transform the world as the hero has been transformed.



# REFERENCES

- Christopher Vogler, The Writer's Journey, Mythic Structure for Writers
- [www.thewritersjourney.com/hero's\\_journey.htm](http://www.thewritersjourney.com/hero's_journey.htm)

**Thank You For Your Attention**