

ARCHETYPAL ELEMENTS

THEMES

- Alienation and isolation- Characters in the narrative are alone and withdrawn; They feel removed or rejected by society.
- Coming of age- Characters in the narrative mature and develop as a result of the complications in the plot.
- Disillusionment with life- Characters are distracted and disgusted by what they encounter in society, their friends or their family.
- Good overcoming evil- Characters become involved in a conflict wherein Good (exemplified by abstract concepts such as Honor, Truth, and Justice and personified by a hero) triumphs over Evil (exemplified by abstract concepts such as Shame, Corruption, and Unfairness and personified by a villain).
- Honoring the historical past- Characters learn from the experiences of their culture and the advice of their elders.
- Loss of innocence- Characters leave behind their child-like virtue and purity as a result of being exposed to the brutal reality of day to day living.
- Power of love- Characters rely on those whom they respect, revere, honor and cherish to resolve conflicts in a narrative.
- Power of nature- Characters are exposed to the intense force of elements of the natural world.
- Struggle with nature- Characters are involved in an external conflict with forces in the natural world.
- Struggle with self- Characters in a narrative must contend with personal internal feelings or demons that often contradict each other or conflict with what seems most appropriate.
- Survival of the fittest- Weaker, less intelligent characters are less likely to endure than stronger, smarter characters.
- The effect of scientific progress- Characters' actions and lives are impacted both positively and negatively by technological advances.
- Tolerance of the atypical- Character's level of acceptance of differences in personal/mental/physical attributes or systems of beliefs/ideas/events in cultures or individuals.

CHARACTERS

- Caretaker- A character that consistently supports, protects and provides for other characters who are unable to look after themselves.
- Earth Mother- A character that is closely associated with both Nature and Fertility.
- Faithful Companion- A secondary character that offers constant friendship and support for a major character such as a Hero or Heroine.
- Hero - A character that exists to battle against a villain on the side of good and on the behalf of society.
- Innocent- A character that lacks experience and exemplifies virtue and purity.
- Misfit- A character that does not feel any connection with a group or any affinity for its members and personally rejects them.
- Orphan- A character that has been abandoned by his or her family.
- Outsider/Outcast- A character that is not accepted by a group or society because of physical or personal differences.
- Rebel- A character that radically rejects the values of a society and the restrictions placed on him or her.
- Rugged Individualist- A character that relies solely on his or her personal strengths and merits to survive.
- Shrew- A female character that will not conform to the demands of society and scolds or quarrels constantly.
- Trickster- A character that cons, deceives, swindles or cheats other characters.
- Villain- An evil character who exists to cause disorder, confusion and mayhem on society and to battle against a hero

SYMBOLS

***** Light vs. Darkness – Light usually suggests hope, renewal, OR intellectual illumination; darkness implies the unknown, ignorance, or despair.

*****Water vs. Desert – Because water is necessary to life and growth, it commonly appears as a birth or rebirth symbol. Water is used in baptism services, which solemnizes spiritual births. Similarly, the appearance of rain in a work of literature can suggest a character's spiritual birth.

*****Heaven vs. Hell – Humanity has traditionally associated parts of the universe not accessible to it with the dwelling places of the primordial forces that govern its world. The skies and mountaintops house its gods; the bowels of the earth contain the diabolic forces that inhabit its universe.

*****Haven vs. Wilderness – Places of safety contrast sharply against the dangerous wilderness. Heroes are often sheltered for a time to regain health and resources.

*****Supernatural Intervention – The gods intervene on the side of the hero or sometimes against him.

*****Fire vs. Ice – Fire represents knowledge, light, life, and rebirth while ice like desert represents ignorance, darkness, sterility, and death.

Colors

***Black (darkness) – chaos, mystery, the unknown, before existence, death, the unconscious, evil

***Red – blood, sacrifice; violent passion, disorder, sunrise, birth, fire, emotion, wounds, death, sentiment,

mother, Mars, the note C, anger, excitement, heat, physical stimulation

***Green – hope, growth, envy, Earth, fertility, sensation, vegetation, death, water, nature, sympathy, adaptability, growth, Jupiter and Venus, the note G, envy

***White (light) – purity, peace, innocence, goodness, Spirit, morality, creative force, the direction East,

spiritual thought

***Orange – fire, pride, ambition, egoism, Venus, the note D

***Blue – clear sky, the day, the sea, height, depth, heaven, religious feeling, devotion, innocence, truth,

spirituality, Jupiter, the note F, physical soothing and cooling

***Violet – water, nostalgia, memory, advanced spirituality, Neptune, the note B

***Gold – Majesty, sun, wealth, corn (life dependency), truth

***Silver – Moon, wealth

Number

***Three – the Trinity (Father, Son, Holy Ghost); Mind, Body, Spirit, Birth, Life, Death

***Four – Mankind (four limbs), four elements, four seasons

***Six – devil, evil

***Seven – Divinity (3) + Mankind (4) = relationship between man and God, seven deadly sins, seven days of week, seven days to create the world, seven stages of civilization, seven colors of the rainbow, seven gifts of Holy Spirit.

Shape

***Oval – woman, passivity

***Triangle – communication, between heaven and earth, fire, the number 3, trinity, aspiration, movement upward, return to origins, sight, light

***Square – pluralism, earth, firmness, stability, construction, material solidity, the number four

***Rectangle – the most rational, most secure

***Cross – the Tree of life, axis of the world, struggle, martyrdom, orientation in space

***Circle – Heaven, intellect, thought, sun, the number two, unity, perfection, eternity, oneness, celestial realm, hearing, sound

***Spiral – the evolution of the universe, orbit, growth, deepening, cosmic motion, relationship between unity and multiplicity, macrocosm, breath, spirit, wate

Nature

- ***Air – activity, creativity, breath, light, freedom (liberty), movement
- ***Ascent – height, transcendence, inward journey, increasing intensity
- ***Center – thought, unity, timelessness, spacelessness, paradise, creator, infinity
- ***Duality – Yin-Yang, opposites, complements, positive-negative, male-female, life-death F.Earth – passive, feminine, receptive, solid
- ***Descent – unconscious, potentialities of being, animal nature
- ***Fire – the ability to transform, love, life, health, control, sun, God, passion, spiritual energy, regeneration
- ***Lake – mystery, depth, unconscious
- ***Crescent moon – change, transition
- ***Mountain – height, mass, loftiness, center of the world, ambition, goals
- ***Valley – depression, low-points, evil, unknown
- ***Sun – Hero, son of Heaven, knowledge, the Divine eye, fire, life force, creative-guiding force, brightness, splendor, active awakening, healing, resurrection, ultimate wholeness
- ***Water – passive, feminine
- ***Rivers/Streams – life force, life cycle
- ***Stars – guidance
- ***Wind – Holy Spirit, life, messenger
- ***Ice/Snow – coldness, barrenness
- ***Clouds/Mist – mystery, sacred
- ***Rain – life giver
- ***Lightning – intuition, inspiration
- ***Tree – where we learn, tree of life, tree of knowledge
- ***Forest – evil, lost, fear

Objects

- ***Feathers – lightness, speed
- ***Shadow – our dark side, evil, devil
- ***Masks – concealment
- ***Boats/Rafts – safe passage
- ***Bridge – change, transformation Right hand – rectitude, correctness
- ***Left hand – deviousness
- ***Feet – stability, freedom Skeleton – mortality
- ***Heart – love, emotions Hourglass – the passage of time