

Andre Angel-Bello
Chapter 3 quiz

1. He wanted to study myths and stories from around the world to find common themes, elements, story arcs and archetypes. Finding these similarities and understanding what makes a legend, myth or just a good story helps us today create new and exciting stories that resonate with people.
2. He became the world foremost scholar on mythology by reading and analyzing stories from cultures around the world throughout his entire life. When the Great Depression hit he didn't go to school he was able to immerse himself in books and read 9 hours a day.
3. He said to "Follow your bliss".... "If you follow your bliss you put yourself on a kind of track that has been there all the while waiting for you, and the life you ought to be living is the one you are living. When you can see that, you begin to meet people who are in the field of your bliss. By following your bliss doors will open for you that wouldn't have opened for anyone else."
4. People/ storytellers are a product of their culture, class, time period, race and life experience. A story teller will most likely gravitate to telling a story about a topic they've lived or experienced or understand, as well as writing a story in the genre they love most.
5. Myths are important because they lay down the ground work for all of story telling. Myths existed before written language and these common character archetypes and stories exist to this day thousands of years later. By "stories" in this chapter the book is referring to books, myth, films and screenplays.
6. The book says to study history, which I'm already a huge fan of, in terms of discovering my mythos I love the action fantasy sci-fi films like Matrix, Avengers and Avatar and I'll spend the rest of my days still in love with these movies and continue to watch them and identify ideas, themes, and characteristics of the stories I want to tell to create my own myths.
7. Because all great filmmakers have a great respect and understanding for who came before them. If you study the history you can learn from the best especially when you see many commonalities between many directors and many films.
8. Antihero is a hero, but barely. Anti heroes are dark and edgy they go about executing justice almost a way a villain would do it. An antihero blurs the line between good and evil, but they're usually a good guy with conflicting personality traits. An antivillain is a villain who's personality and motives or something draws sympathy and understanding from the audience, even though he's a villain the audience understands him.
9. I plan on drawing inspiration from my childhood and teen years, I spent many years daydreaming as a kid of distant worlds and characters and stories for each one of them, I even wrote them down sometimes growing up but it all stuck with me. The common story structures have existed forever and that's how we tell stories today but to achieve freedom from the monomyth I plan to do what the book suggests and only use those story structures as a blue print. Taking an old idea and giving it a new twist, or straying from the common structure and start the story after the call to action for example.
10. The way I described in my last answer is how I'd utilize the "Hero's journey". Maybe start after the call to action, or you can introduce the mentor at anytime in the story, I think it's important to keep it interesting and new by switching up the pacing of the story.
11. Real story tellers are whole heartedly invested in the story they are telling, they're always trying new fresh and exciting ways to tell stories and try to reach the emotion and the minds of those watching. The most important traits to have is persistence and consistency.