

I will be breaking down 2001: A Space Odyssey.

In high school we read The Odyssey in class and this movie reminded me of that story a little, so I went on the web to research it a bit. The similarities I had noticed before seeing if I missed any, were the comparison between the cyclops and HAL (a one eyed computer), how exploring the ocean is similar to exploring space, and how Bowman over came all odds (getting back in the ship, surviving slip space, and becoming a star child) just like Odysseus with the bow and arrow (Bow...Bowman...woah). The web pointed out to me that the planets Bowman and co. are traveling to could compare to the islands that Odysseus travels to. So the story of 2001: A Space Odyssey is an archetype of the Odyssey.

The character Bowman, however, does not relate much to Odysseus. Bowman is quiet, calm, and collected and all times. Especially when in distress. He does the right thing and the logical thing. When he went out to save his crew member, he was being a hero; When he made the decision to turn off the HAL-9000 computer, he was being logical. He didn't think out of these confines which made him the character he was. I would say he falls into the Hero Protagonist archetype, although, him, I'm not sure is based on any specific character.

Burden of Dreams

Werner went through a lot of shit to make this movie; at any point I would have understood if we wanted to quit. The process was cursed by the devil making progression slow and tedious. But he never quit, instead he found new ways and grasped at anything that could help him complete his film. If you have a dream and quit at it because it is too hard then you die without achieving anything (is loosely what he said). He was either going to die making this film or die trying to and his dreams are what kept him going. To boil it down, dreams don't ever quit on you so you cannot quit on them, is what I think he was saying. If you want to do or achieve something, you just have to try your hardest to make that happen or to make progress.

Since his dream was so far out there, he used anything he could get to make it happen. He did not have sets or paid locations, he borrowed the natives land and their resources to help complete this film. He had simple props that he mainly found in the jungle or what the natives already had instead of flying in "professionally" made props. He had only a skeleton crew that he had to pay a lot just to keep them in the jungle to film. The natives agreed to help in exchange for documents legally stating that they own their land. This is different than how many other film, because they would probably rather be in a studio, on a set, with a solid crew making their film instead of sweating it out in the jungle trying to keep everyone satisfied.

(I could not find *Werner Herzog eats His Shoe* anywhere so that is not included in this paper)