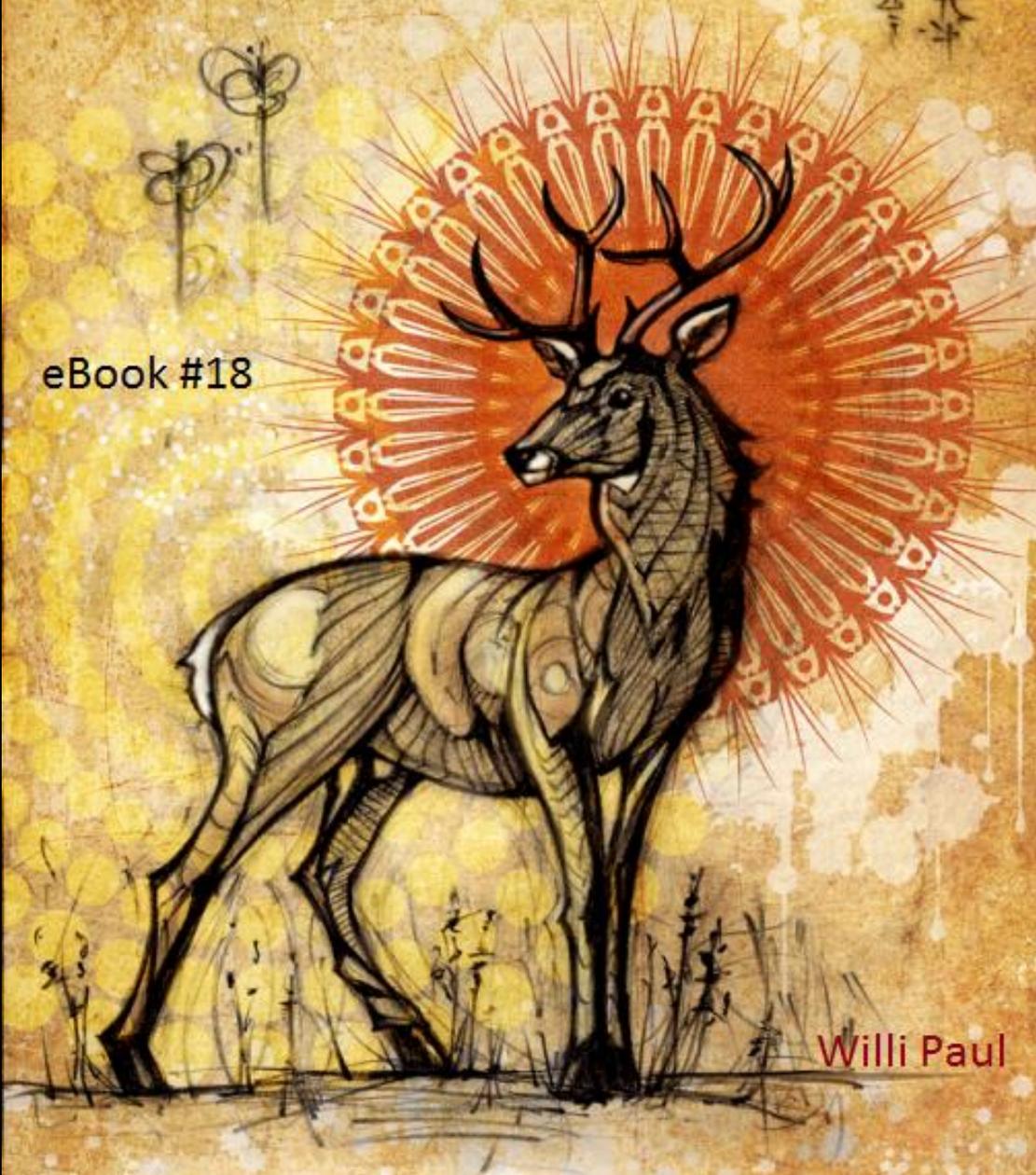


# Texting Joseph Campbell

Five Methods to Design New Stories & Myths

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eBook #18



Willi Paul

artbysimon.com

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# Texting Joseph Campbell

Five Methods to Design New Stories & Myths

eBook #18

Willi Paul, Planetshifter.com Media

## : I N D E X :

**1. Building a Mythology Generator for the Sustainability Age**

**2. Mapping Future Myths for the Transition -**

Workshop & Video, First Study of Myth Symposium, Pacifica Graduate Institute

**3. Myth Lab**

**4. SCORE: sounds symbols myths**

**5. Mythic Engine**

## 1. Building a Mythology Generator for the Sustainability Age

<http://www.planetshifter.com/node/1612>

### Process steps or menu:

1. Define current event, players, short and long-term impacts, artistic, religious, ecological, political, spiritual implications
2. ID historic, literary, mythic precedents that relate to event
3. Chart all possible paths and outcomes from event
4. List universal lessons
6. Draft myth story line using new names, place(s) and symbols from world mythology
7. Check piece for universal not local or real reference(s)
8. Simplify and finalize myth

## 2. Mapping Future Myths for the Transition -

Workshop & Video, First Study of Myth Symposium, Pacifica Graduate Institute

<http://openmythsources.com/2012/09/04/mapping-future-myths-for-the-transition/>

"Mapping Future Myths for the Transition" - The Study of Myth Symposium 2012 Workshop by  
Willi Paul, openmythsources.com

<u>Introduction - New Myth?</u>	<u>Initiation, Journey &amp; Hero</u>
<u>Sacred? What?</u>	<u>Sounds, Music &amp; Noise</u>
<u>What are Your Values?</u>	<u>Alchemies &amp; Archetypes</u>

**Journey Map**

**Themes & Symbols**

"Mapping Future Myths for the Transition"

<u>Nature v. Urban Conflicts</u>	<u>Outline Your New Myth Vision</u>
<u>Then Internet &amp; New Myths</u>	
<u>Mythic Formats?</u>	

**Build It!**

Post Your Finished Myth at Planetshifter.com Magazine & openmythsources.com © 2012 Willi Paul, pscompub@gmail.com

### 3. Myth Lab

<http://openmythsource.com/myth-lab/>

This interactive workshop begins with a neighborhood artifact (Nature video, graffiti or short story) and considers permaculture, Transition, Nature and alchemy elements to produce a New Myth! Come share your visions and heart!

A **process model** is included that illustrates **mythic imprinting** with more depth. The goal is to integrate permaculture, transition, Nature and sustainability with the values and struggles in the Chaos Age. The Myth Lab is designed as an interactive, open source and iterative experience. One goal is clear: we need to build our own messages and new myths to support our new food and governance systems.



#### Key Terms:

**Artifact** – The Imprintable Artifact is a Nature-Human combination; examples include graffiti, a bill board, historic sculpture, and a permaculture garden, with special powers and messages to the neighborhood.

**Mythos** – The pattern of basic values and attitudes of a people characteristically transmitted through myths and the arts.

**New Mythology** – Is a call for new Nature-based, globally integrated stories without allegiance to any classic mythologies. New Mythology incorporates new symbols, new alchemy and climate change era rituals and is built for the future.

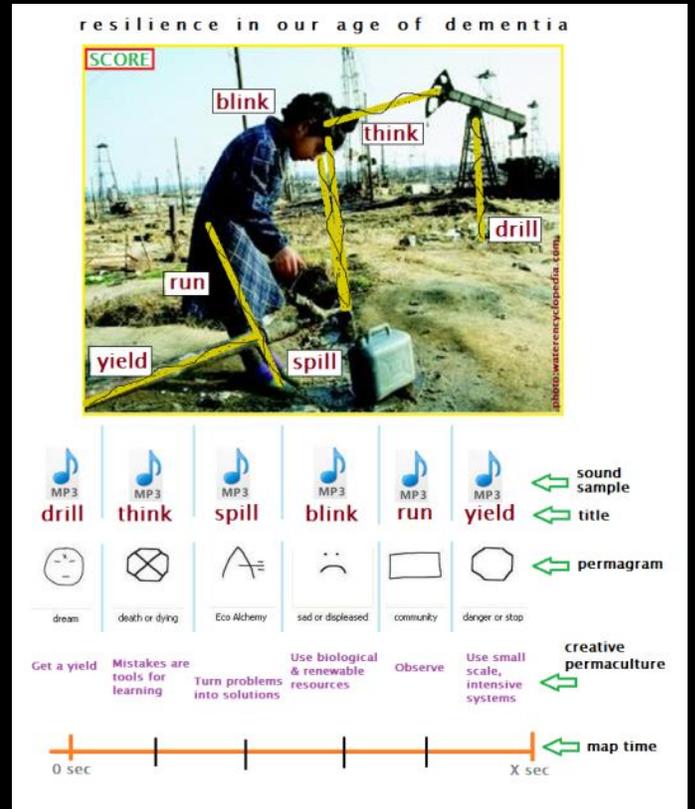
**The Transition Movement** includes new business exchange schemes where waste is used by another business; Transition is garden sharing that allows gardeners to re-use barren lands; the movement encourages people to choose local food and offer support for smart bicycle and mass transit systems.

**Mythic Imprinting** – Imprinting is defined as a two-way interaction with a selected Artifact that has generates synergistic meaning for both participants and the Artifact. Called “mythic imprinting” in the Myth Lab, this iterative and transmutative process is grounded in the initiation, journey and hero work from Joseph Campbell and is one way that neighborhood artifacts can help neighbors generate new songs, poems and myths.

**8 Key Elements in the New Mythology** includes:

1. Localization – back to sustainability and community; self-sufficiency
2. Nature- Centric
3. Spiritual
4. Future-based
5. Universal themes(s) and message
6. Para-Normal in conflict or characters
7. Initiation, Journey and Hero
8. Permaculture & Transition: values and principles

## 4. SCORE: sounds - symbols – myths



### Vision:

composer + score + listener = generates a mythic soundtrack

a math-like process . . . without words

new storytelling process . . . an interpretative trail

Nature symbols and emotional connectors

a complex sonic ecology . . .

where each listener experiences his/her own journey thru a multi-media initiation

Universal meanings < > individual experiences

initiation @ nine finger canyon is an open source & guided vision machine

- Willi

### 6 Pieces:

initiation @ nine finger canyon [ New Myth #60 ]

<http://www.communityalchemy.com/ninefingercanyon/index.html>

Jump - Look - Jump [ New Myth #59 ]

<http://communityalchemy.com/jump/index.html>

**DUSK - Sound – Symbol - SCORE Design for Children’s Permaculture Stories.**

<http://communityalchemy.com/jump/index.html>

**"resilience in our age of dementia" - permaculture sound cartoon. SCORE Video.**

<http://communityalchemy.com/dementia/index.html>

**"lawyers, guns and water" - a permaculture sound comic.**

<http://communityalchemy.com/LGW/index.html>

**OccupySound - Soundtrack for a New Global Mythology**

<http://communityalchemy.com/OccupySound/index.html>

## 5. Mythic Engine

<http://www.planetshifter.com/node/2220>

