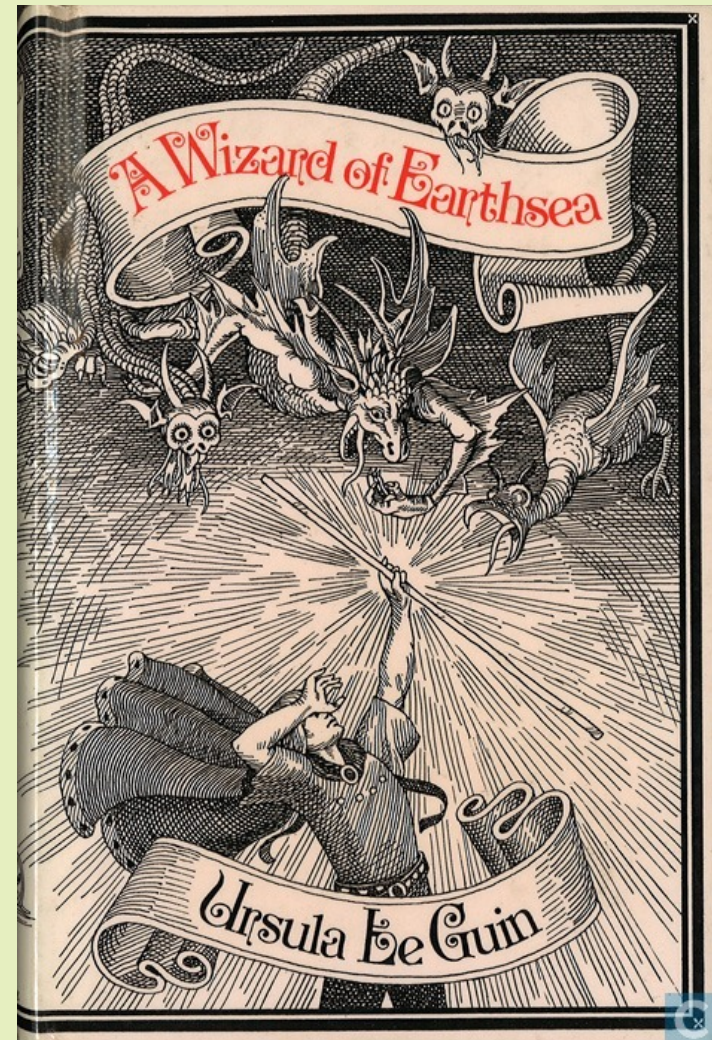# Animation of Imaginary Worlds
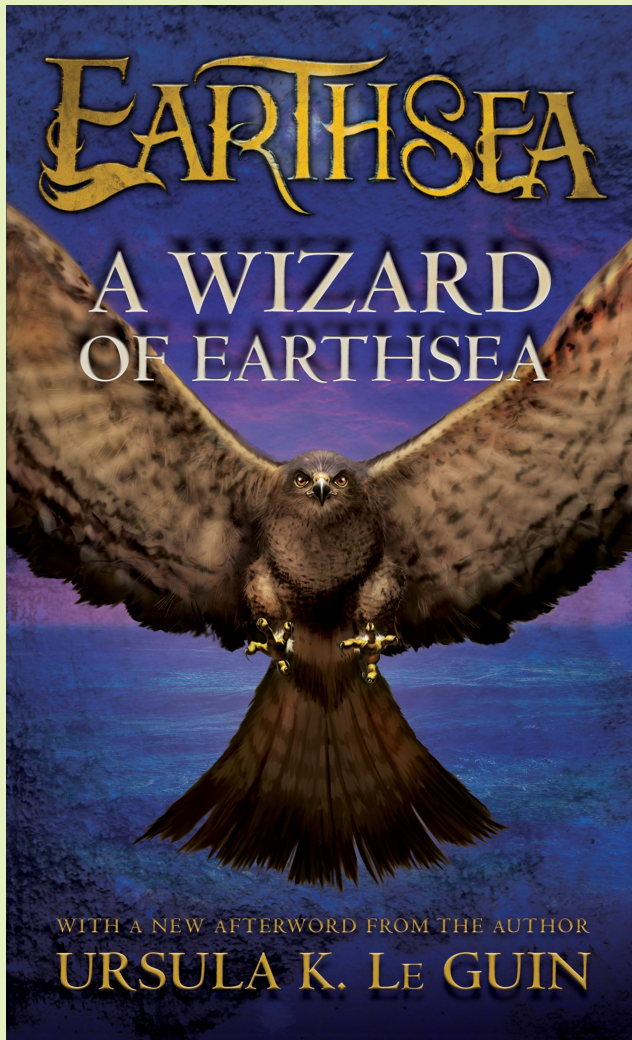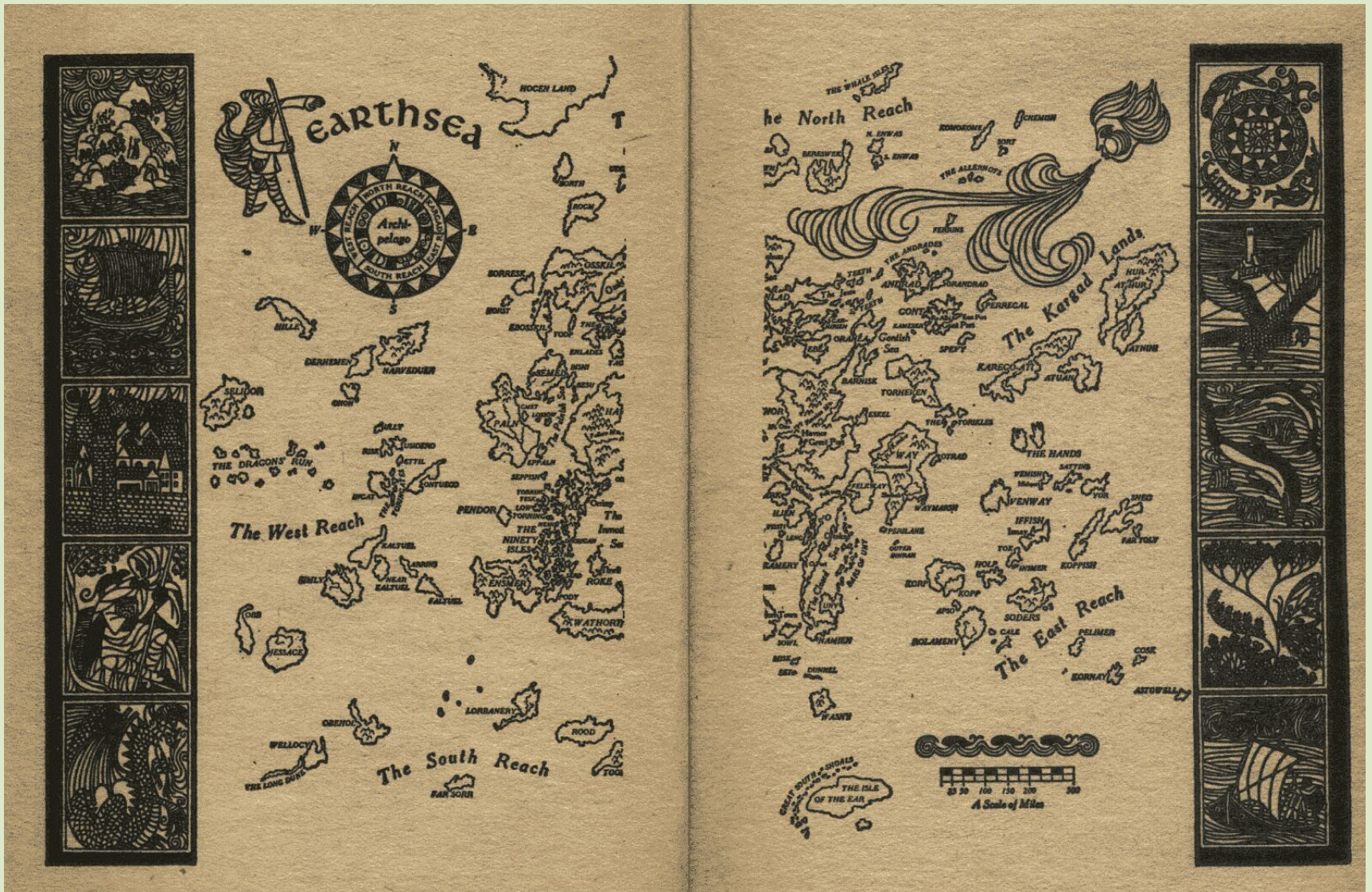## inspired by Le Guin's *A Wizard of Earthsea*

Le Guin's Imaginary World of *Earthsea*

THE HERO'S JOURNEY

12. Return with Elixir

1. Ordinary World

2. Call to Adventure

11. Resurrection

3. Refusal of the Call

4. Meeting the Mentor

ORDINARY WORLD

5. Crossing the Threshold

10. The Road Back

6. Tests, Allies, Enemies

SPECIAL WORLD

9. Reward, Seizing the Sword

7. Approach

8. Ordeal, Death & Rebirth
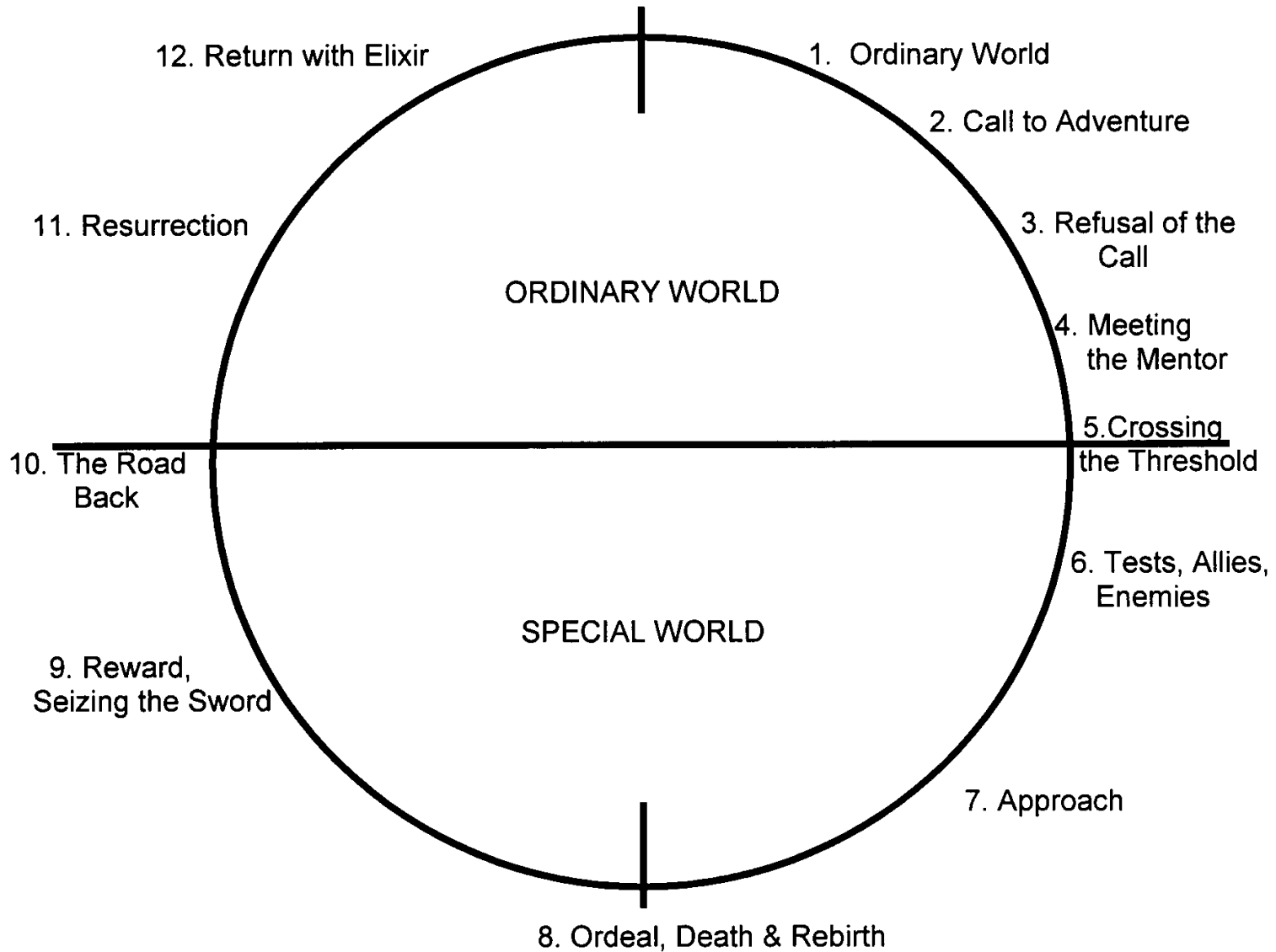
Universal Themes in *A Wizard of Earth Sea*

Coming of age

Language (power of secret names)

Supernatural

Power

Pride

Humans relationship with the natural world

Friendship

Education

Choices

Responsibility

The Northern Reach

The Kargad Empire

The Western Reach

The Eastern Reach

The Southern Reach

Borth · ...gen Land · North Enwas · South Enwas · Sort · Urdath · Bereswerk · The Allernots · Rogma · O'skil · Nerluma · Ferrins · The Andrades · Andrad · Orandad · Perregal · Sorresk · The Cruvels · Enlad · The North Teeth · The Jaws · The South Jaws · Gont · Armouth · Norst · Toop · Berila Plains · Garthon · Oranea · Kameber · Gont Port · South Port · Spevy · Ebosskil · Ea · Meoh · Ehea · The Enlades · Taon · Barnisk · Karego-At · Atnini · Hur... · Semel · Mt Andanden · Bishi Ebishi Besu · Havnor · Restless Mountains · Tombs · Atuan · Selidor · Gate of Selidor · Hille · Derhemen · Narvenduen · Onon · G'mer · Losso · Paln · Faliern Mountains · Mt Onn · Havnor Great Port · Eskel · Torheven · The Tomblets · Ully · Usidero · Risk · Etil · Eppaln · South Port · Omet · Remember-mouth · Way · The Hands · The Dragon's Run · Ingat · The Toringates · Ontuengo · Seppish · Toming · Low Toming · Nesh · Pendor · The Ninety Isles · Hosk · Ilien · Sheliet · Waymarsh · Venway · Vemish · Sattins · Mishport · Yor · Dromgan · Roke Knoll · Roke · The Grove · Thwil Town · Yissit · Ark · Kamery · Leng · O · Orokne · O-Port · Perlane · Outer Innran · Bars of Unity · Sneg · Far Toly · Koppish · Ismay · Tok · Iffish · Insmer · Korp · Kopp · Holp · The Sellets · Soders · Apeo · Geath · Serd · Pody · Ensmer · Simly · Kaltuel · Near Kaltuel · Arrins · Faltuel · The Ocean Rafters · Obb · Jessage · Wathort · Sowl · Namien · Uny · Misk · Set · Dunnel · Wasny · Rola-Meny · Gale · Pelimer · Obehol · The Sand Isle · Lorbanery · Rood · The Great South Shoals · Isle of The Ear · Far Sorr · Toom · The Long Dune · Wellogy · Gosk · Kornay

N · E · S · W

- Cause and effect
- Integrating the Internal and external world
- Opposites are connected to each other
- Integrating the subconscious and the unconscious
- Balance

Motifs, Images, Symbols and Metaphors

Shadows

Birds

Names

Islands

boats and ships

Travel

Weather

Water

Shadows
"To light a candle is to cast a shadow"

Power of Language

"It is no secret. All the power is one in source and end, I think. Years and distances, stars and candles, water and wind and wizardry, the craft of a man's hand and the wisdom in a tree's roots they all arise together. My name, and yours, and the true name of the sun, or a spring of water, or an unborn child, all are syllables of the great word that is very slowly spoken by the shining of the stars. There is no other power. No other names. "

Synectic Triggers for (Creating Imaginary words)

The Greek word synectikos, which means "bringing forth together"
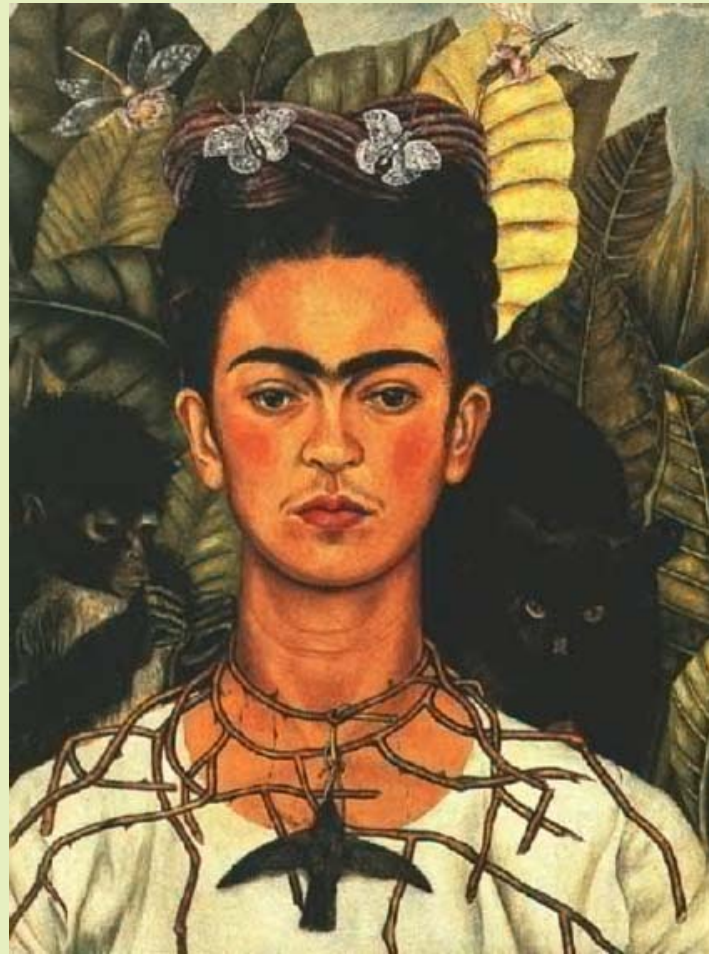
Creative discovery is derived from analogical thinking, the process of linking unlike subjects. Synectics aids discovery by jostling the brain and stretching the imagination to make unique comparisons.

Distort Twist your subject out of its true shape, proportion or meaning

Empathize Sympathize. Relate to your subjects; put yourself in its "shoes."

Substitute Exchange, switch or replace

Contradict the subject's original function.

Combine Bring things together. Connect, arrange, link, unify, mix merge.

Earth/Sea

Change Scale Make your subject bigger or smaller.

"A mighty concourse of people appeared upon my arrival, full of wonder at the sight of so prodigious a vessel."—*Page* 78.

Artistic Problem:

Experiment with cut paper stop motion animation to collaboratively create an imaginary world. Incorporate both cycle and replacement movements as well as green screen technique. Groups will combine sequences, add sound and credits to make one animation.