DC English 1302
Composition

Teacher: Mr. Smith, room 1217

contact information
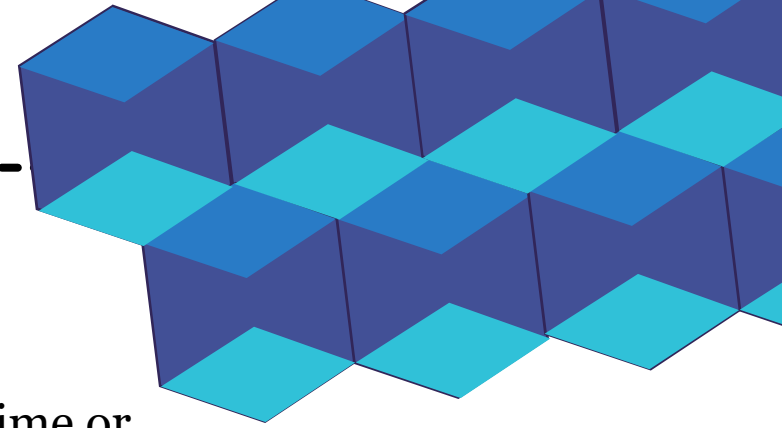
e: davidsmith@tomballisd.net
w: davidglensmith.com/Tomball
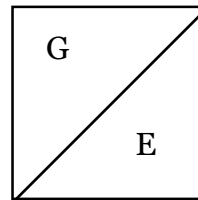*t: @prufrocksblues*
i: mr_smith_eng2332

Literary Modes

**Realistic mode:** Equal balance of extremes between good and evil. The world is full of both forces. The world is controlled by both unseen forces at one time or another. The goal of the work *expresses a want* to achieve the happy ending. *Keep in mind, the happiness is not always achieved in the story.*
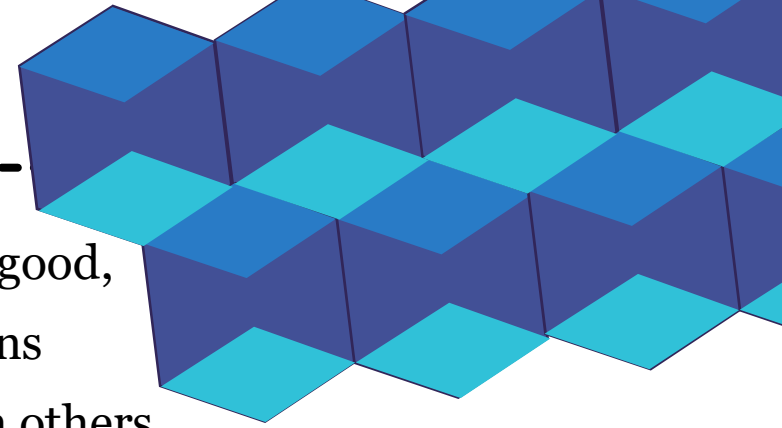
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E

Naturalistic mode: Writer wants to expose evil, corruption.

Here the author shows evil existing in abundance.

The protagonist fights against extreme horror, suffering.

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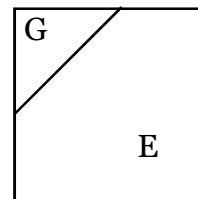
Literary Modes

Romantic mode: In this case the hero is ultimately good, patriotic, devoted. He/She will triumph even if it means dieing. Some are shown in more r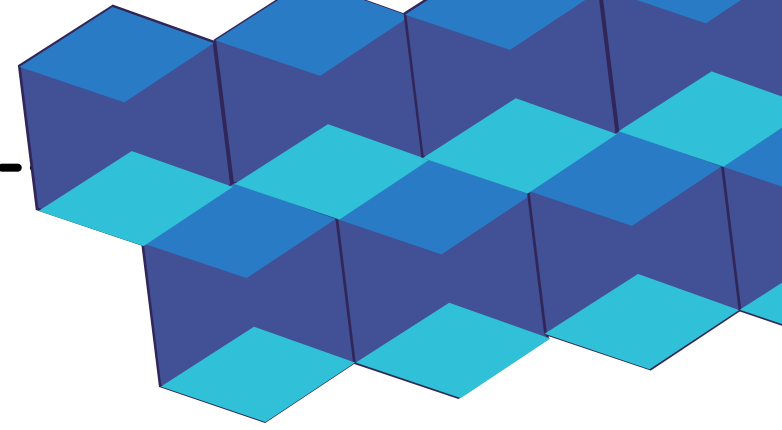ealistic settings than others. The protagonists ultimately controls the environment. There exists an ultimate struggle between good and evil; however, there *will be* a happy ending.
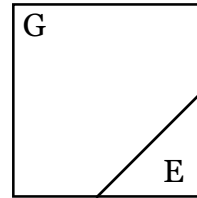
Fantasy mode: Examples include surrealism, magic-realism, unreality, dream logic. Good and evil struggle against one another in terms similar to realistic models.
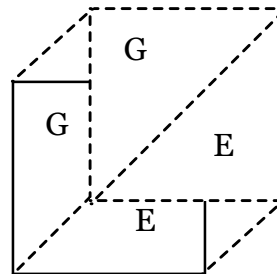
Literary Modes

Existential mode: The most complex mode of these five concepts: the world is seen as a living hell for humans, a surreal nightmare; the human race is dehumanized by the modern world. The goal of the work *expresses a want* for the protagonist to see how a happy ending is possible; however, more than likely the protagonist cannot move outside of the self-induced rut of their environment. Such characters are displayed as anti-heros. At best the element of good might be reached if characters acknowledge their mistakes. However, oftentimes these flawed characters are overwhelmed by the prospect of change and refuse to transform themselves. The idea of 'good' therefore is a state not achievable—it is an idealistic dream and nonexistent.
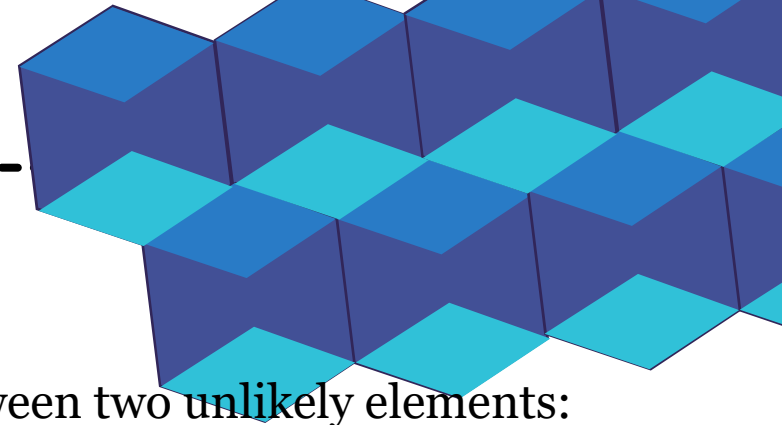
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Figurative Language
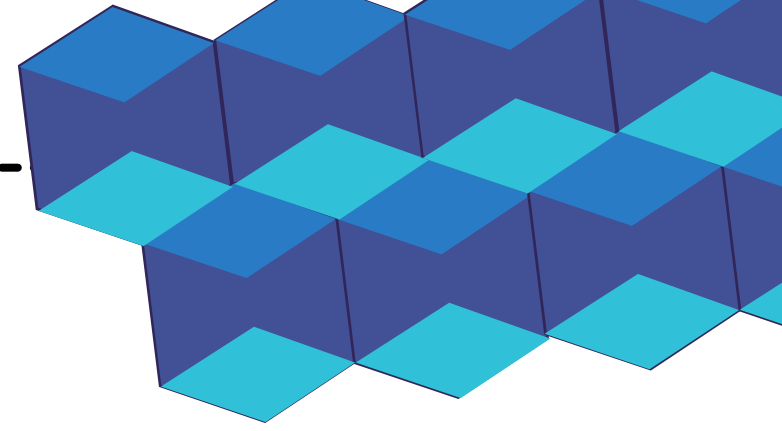
symbol: a visual representation of something else

motif: a reoccurring symbol in various forms which appears throughout
a selected work

Figurative Language

metaphor: language that implies a relationship between two unlikely elements:

> All the world's a stage,
>
> And all the men and women merely players;
>
> They have their exits and their entrances,
>
> And one man in his time plays many parts,
>
> His acts being seven ages (*Shakespeare).*

simile: makes comparisons of two elements, but ties them together with additional words: ***like*** or ***as***

> The torn edges of the ancient book shone yellow *as* an autumn moon.

Figurative Language
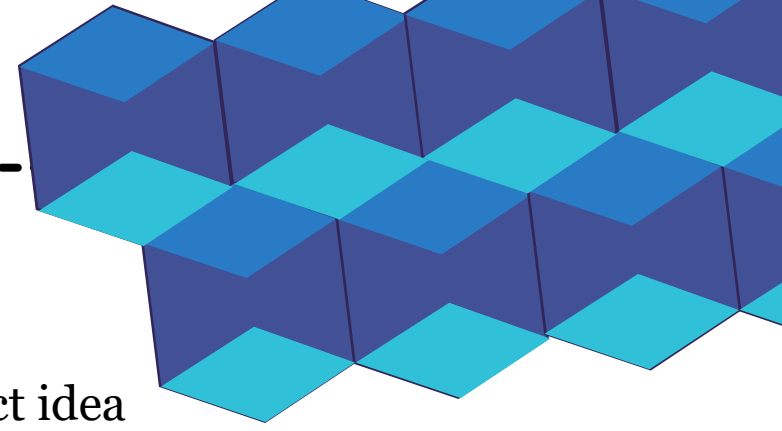
personification: a figure of speech giving an abstract idea
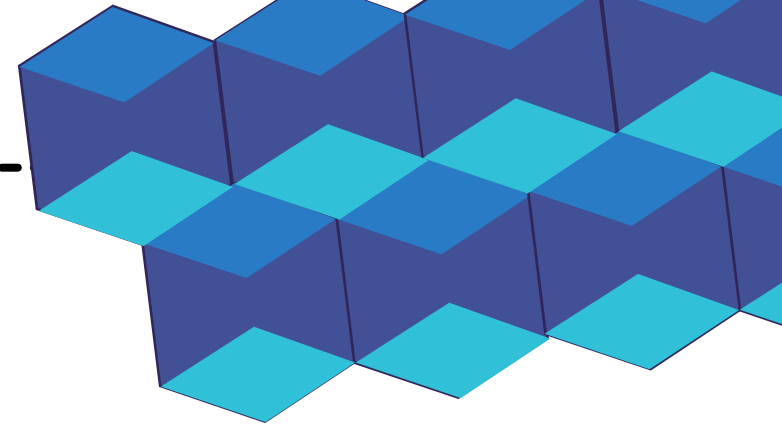or inanimate object human characteristics for literary purposes

Death sat in the corner thoughtfully smoking his pipe, staring at the
young men and women in the pub.

anthropomorphism: interpretation of animals with humanistic personalities
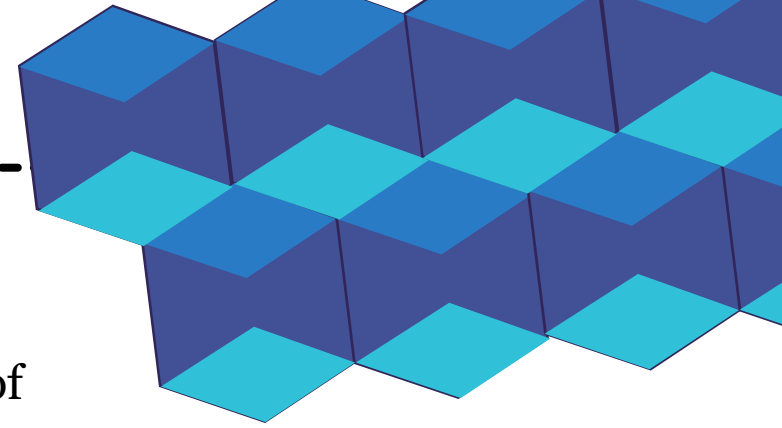
Mickey Mouse
SpongeBob SquarePants

Symbol

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basic image > symbol > archetype

Archetypes

In simplest terms, these are patterns, characteristics of personality traits which appear in fiction. Northrop Frye, a Canadian literary critic, took the original Jungian concept of psychoanalysis and applied it to writing and criticism.

He believed every concept which is re-invented in literature has a mythical origin which humans, as an analytical species, carry with us in our heads.

examples:

- the hero's quest
- the good mother
- a wise old man
- the innocent virgin

- a runaway, rebellious daughter
- the evil stepmother
- a fool-comedian
- the nerdy, isolated intellectual

{ however, do not confuse with stereotypes

Archetypes
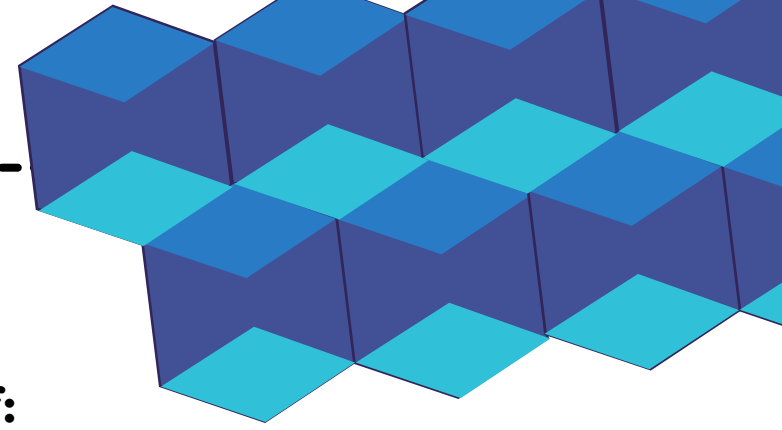
Archetypes belong to the family of elements of:

- epitome:

    are representatives or perfect example of a type of person

- stereotype:

    are oversimplified and exaggerated characteristics which then

    are applied to groups of people
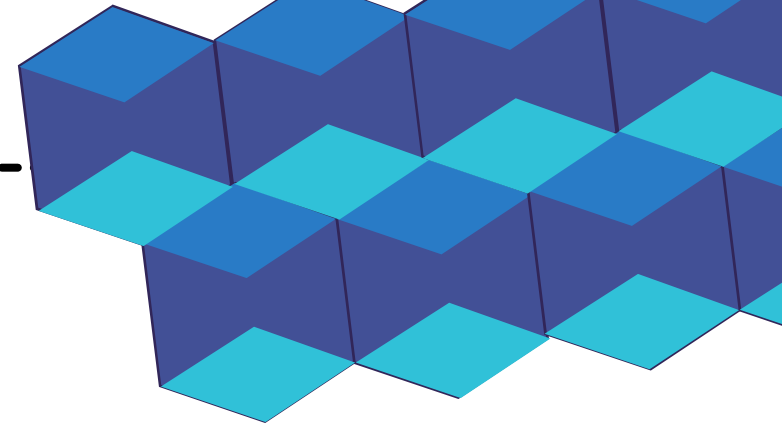
    > *race*

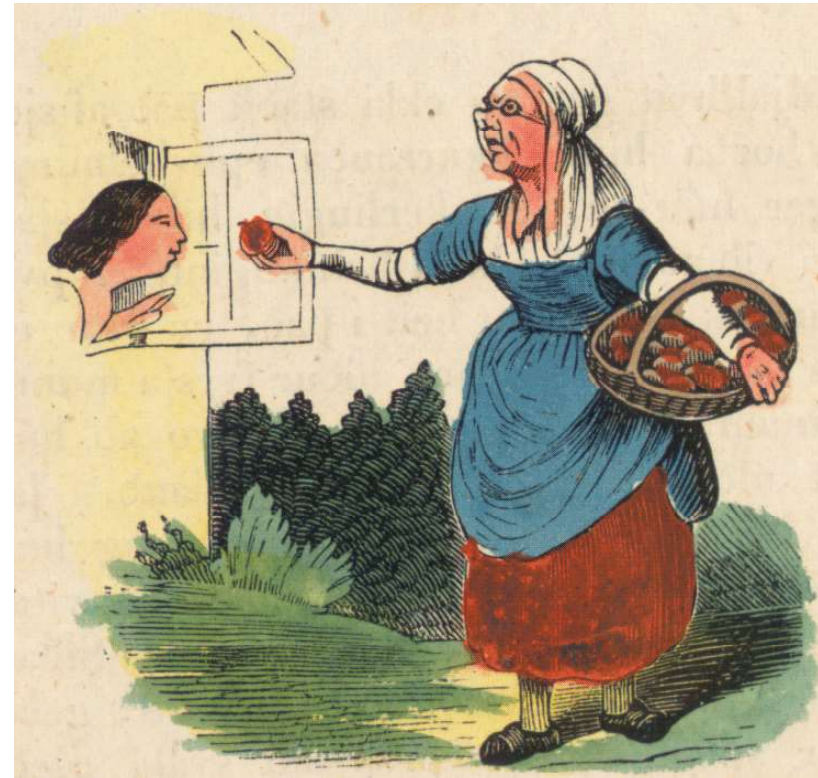   > *nationality*

    > *religion*

    > *creed*

Archetypes

A simple apple has multiple applications.

A basic image can translate to archetype, just by how an author chooses to illustrate the image.