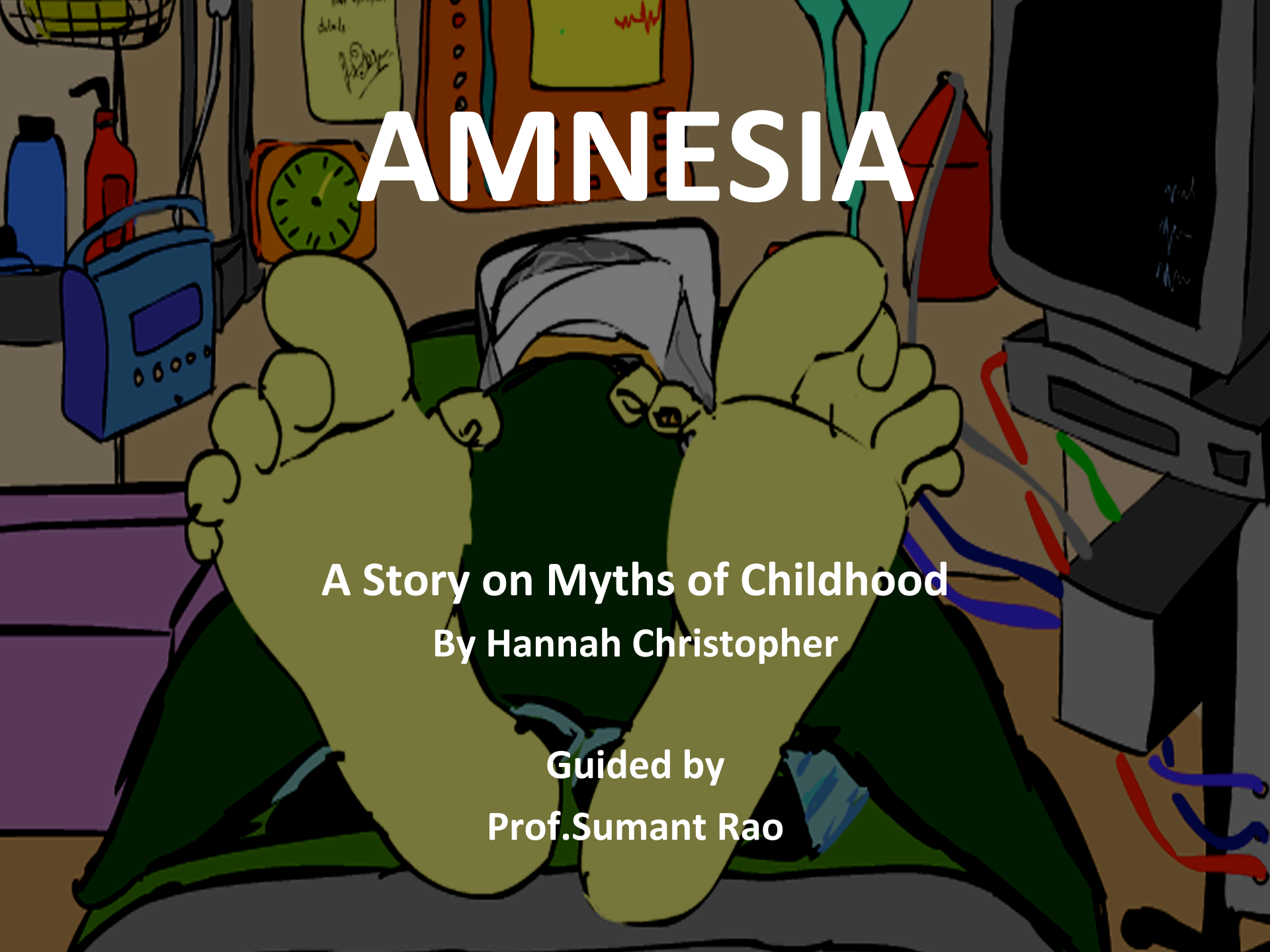


AMNESIA

A Story on Myths of Childhood

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Research Conclusions :

IDENTITY

1. Every mythical character has a strong identity.

TIME TRAVEL

2. There is a beautiful concept of time involved in myths. Many myths have travelled across time and have believers across all time periods.

EXTRAPOLATED OBSERVATION

3. Lots of extrapolated observations are involved in every myths.

FEAR

4. Fear factor is another big area of childhood myths. It is said to be a threat to the child's trust on parents and research points that 'monster fear' has long lasting psychological impacts on kids.

SYMBOLS & MORALS

5. Symbolism and moral teaching is seen in many myths.

LINKAGE

6. Myth act a common link between generations and acts the key source of relating to past memories.

CHANGE

7. Factors affecting myth include change in time/people/context/values/culture or social set up/boundaries or local / environment /audience /familiarity/ adaptation levels. 'Tale of the wheel of the year' is the truest example of how a myth is made.



FEAR



IMAINATION



FANTASY

- **Myth** is something 'We Believe' that makes our life's race appear alive by giving us an escape from the creepy reality.

- **Myths Of Childhood**

A CONCEPT OF CHILDHOOD INNOCENCE.

A CONCEPT OF CHILDHOOD IMAGINATION.

A CONCEPT OF CHILDHISH REASONING.

- In kids, these myths, more than facts, seem to influence their fears, dreams and actions because these are the first super heroes they know, their first role models and friends.

- These **mythical characters**, all have an address and they belong to a beautiful world. Their specialty of that world is that it can exists only if you believe.
- Just like us human, each of them have a defined personality, an identify, a dress code, a job, friends and peers.
- Additionally they have unlimited time and infinite power, all depending on the limits of ones imagination.







AMNESIA

Life is a struggle; Half of it, to create an identity and the rest to maintain it. An identity once created, is next to impossible to destroy.

If you wake up at a different time, in a different place, you don't wake a different person. This holds good with you, me and the lead character of my story too, who may be existing in the real world of every dreamer.

How did he establish their identity? Did he ever exist? Well the answer is simple. "The day you stop believing is the day he stops coming"



CHARACTERS:

I have tried to balance the characters in all ways possible, like having hero's as well as monster and also balancing the gender, age. Some characters have their personality associated

RUDDY THE ELF

JACK THE SKELETON

URSULA

TOOTH FAIRY

Some other characters like ‘Captain Planet’, ‘Cupid’, ‘Fairy God mother’, ‘Closet Monster’ are just the names that appear on the notice board.







