

APR 20 — INTERIOR



Leaving San Francisco

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



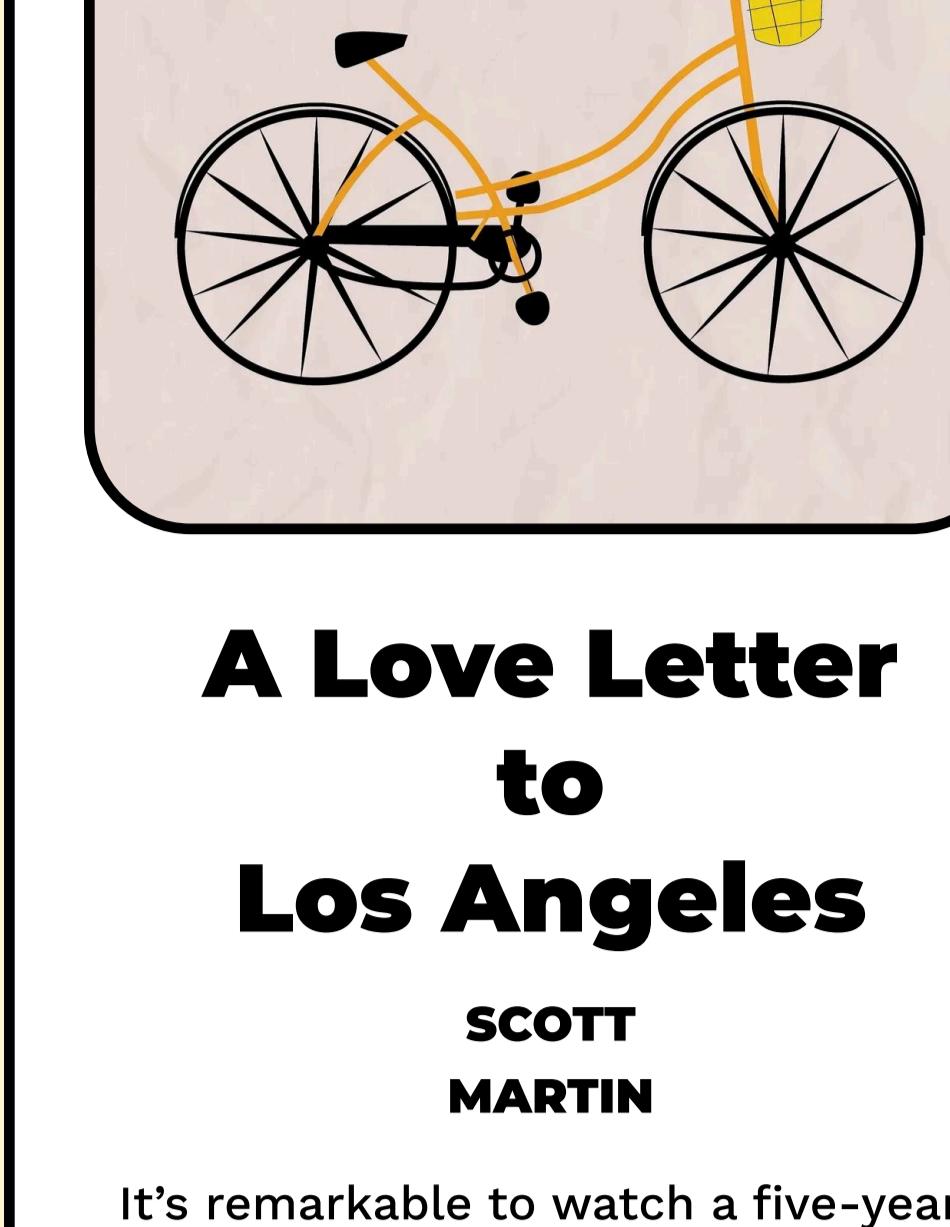
What Marriage Means to Me

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



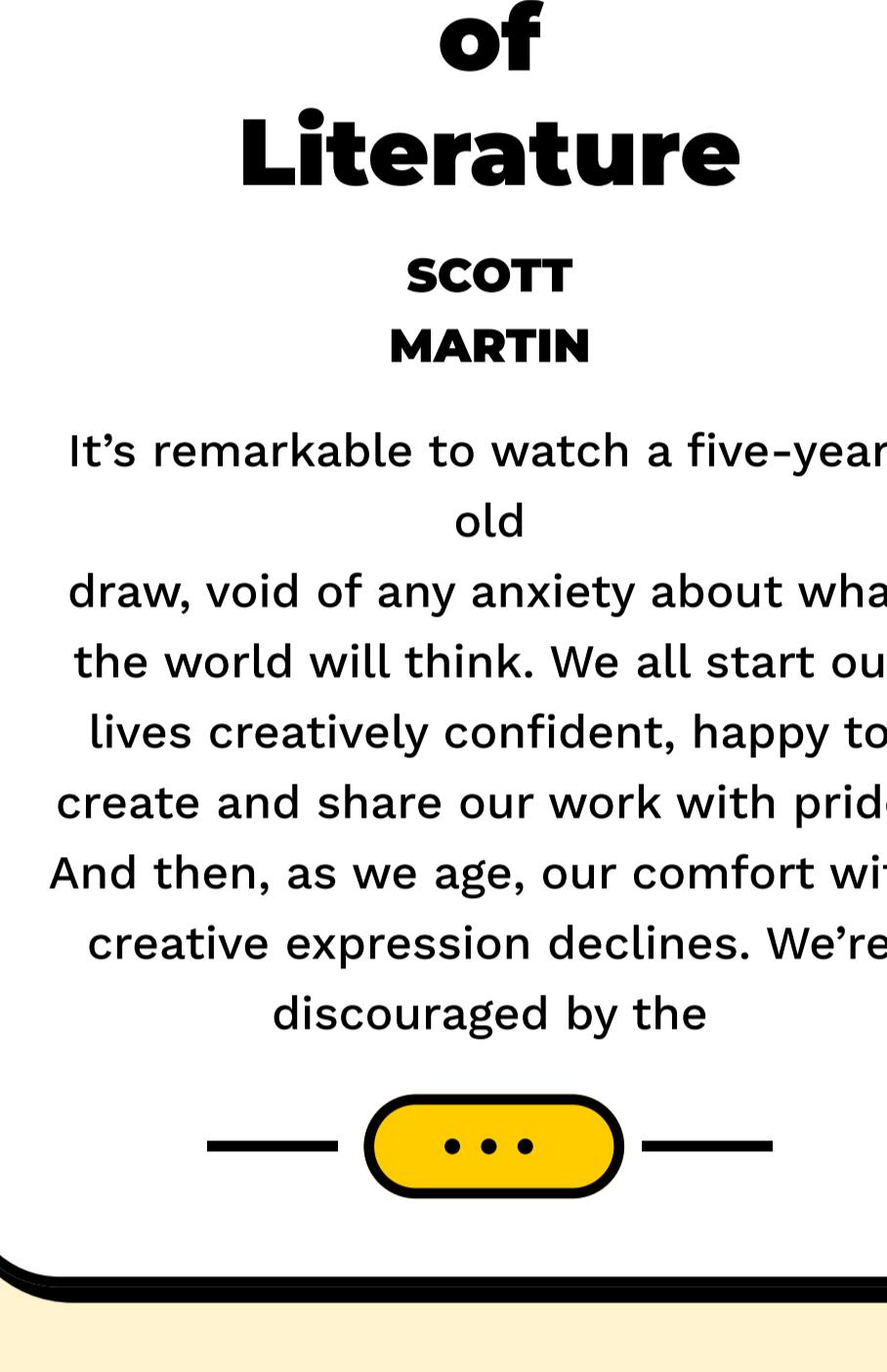
A Love Letter to Los Angeles

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



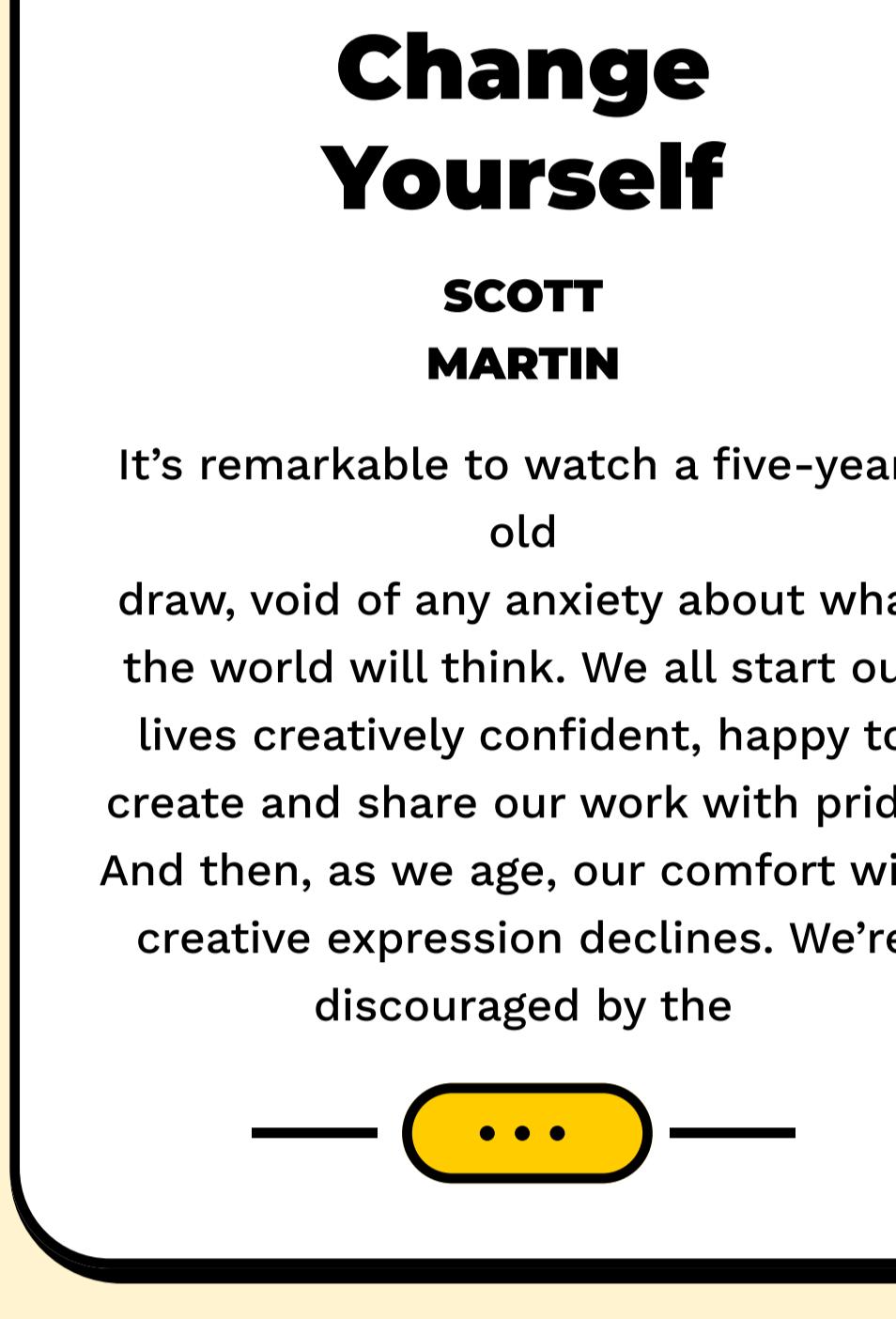
Famous Works of Literature

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



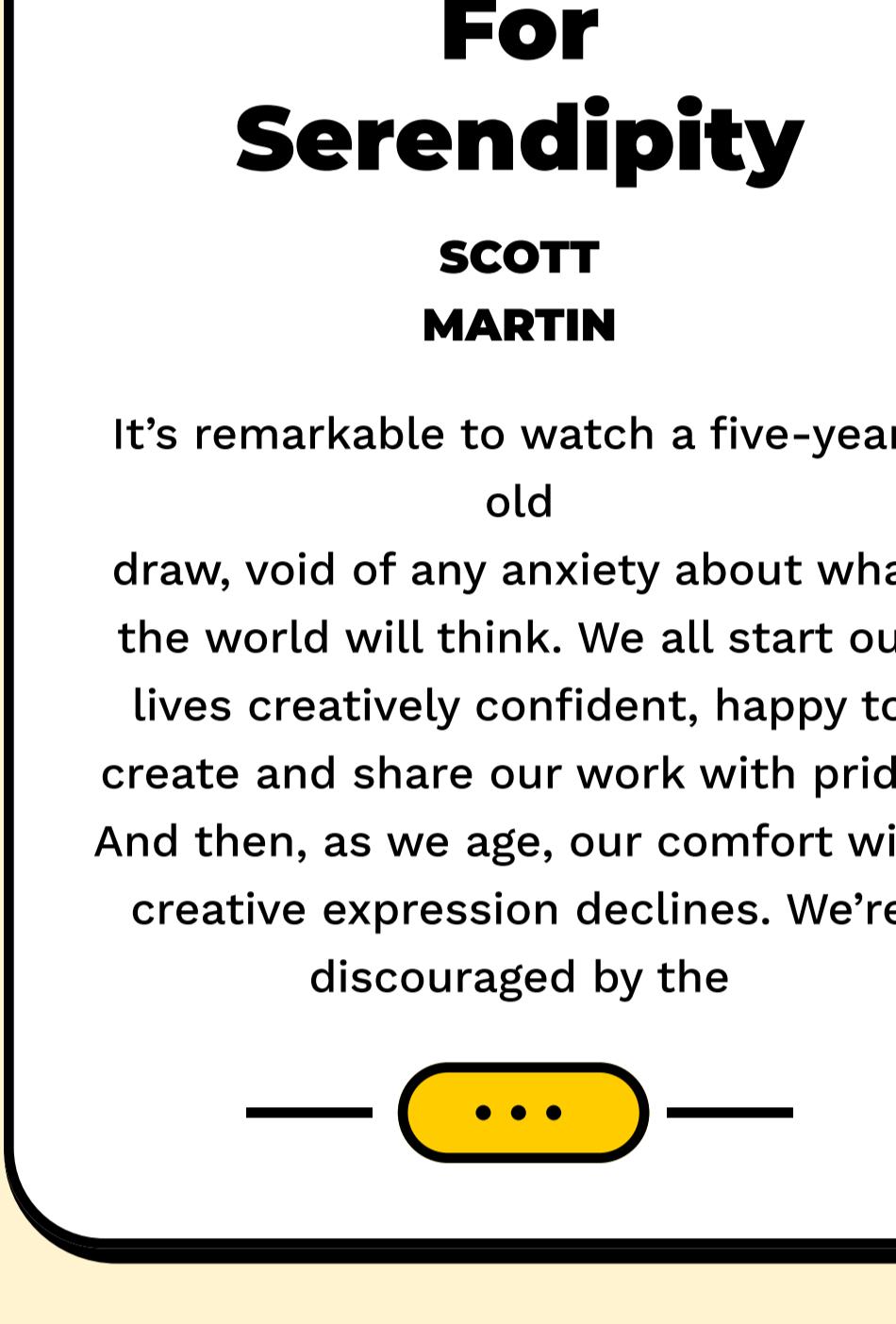
Do You Need to Change Yourself

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



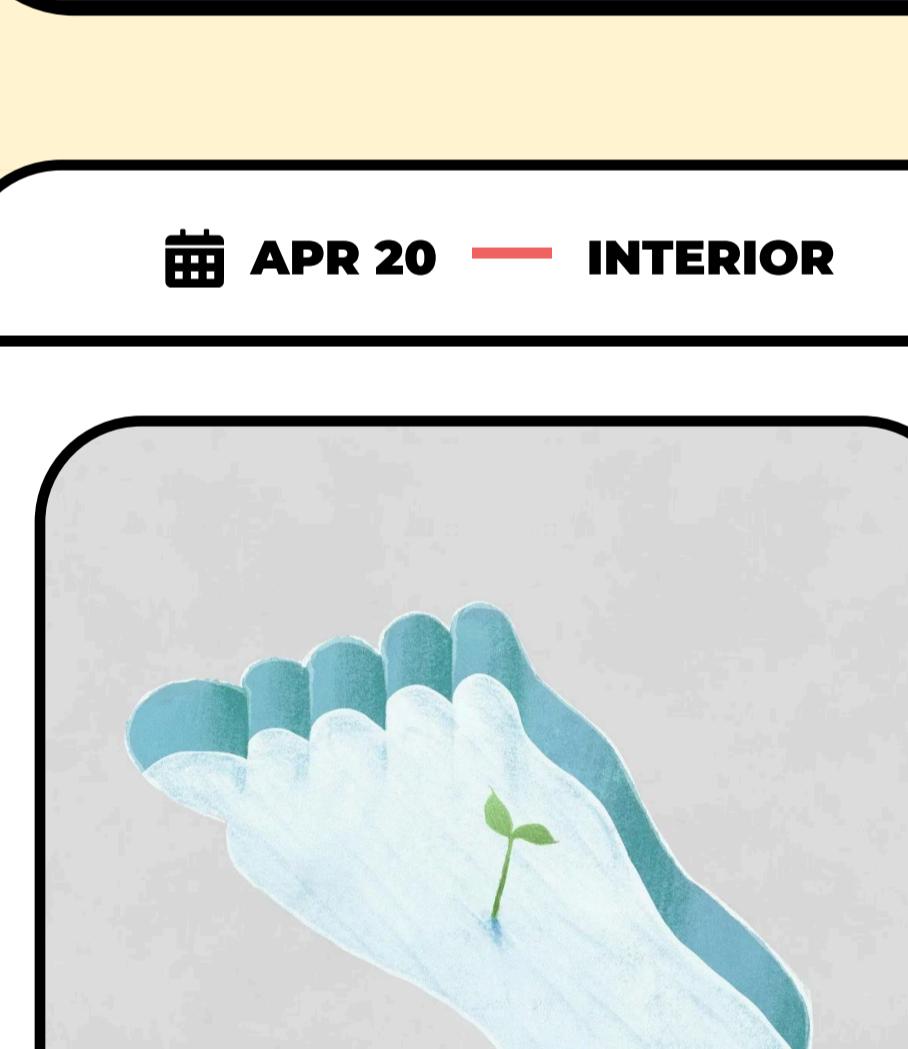
A Search Tool For Serendipity

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



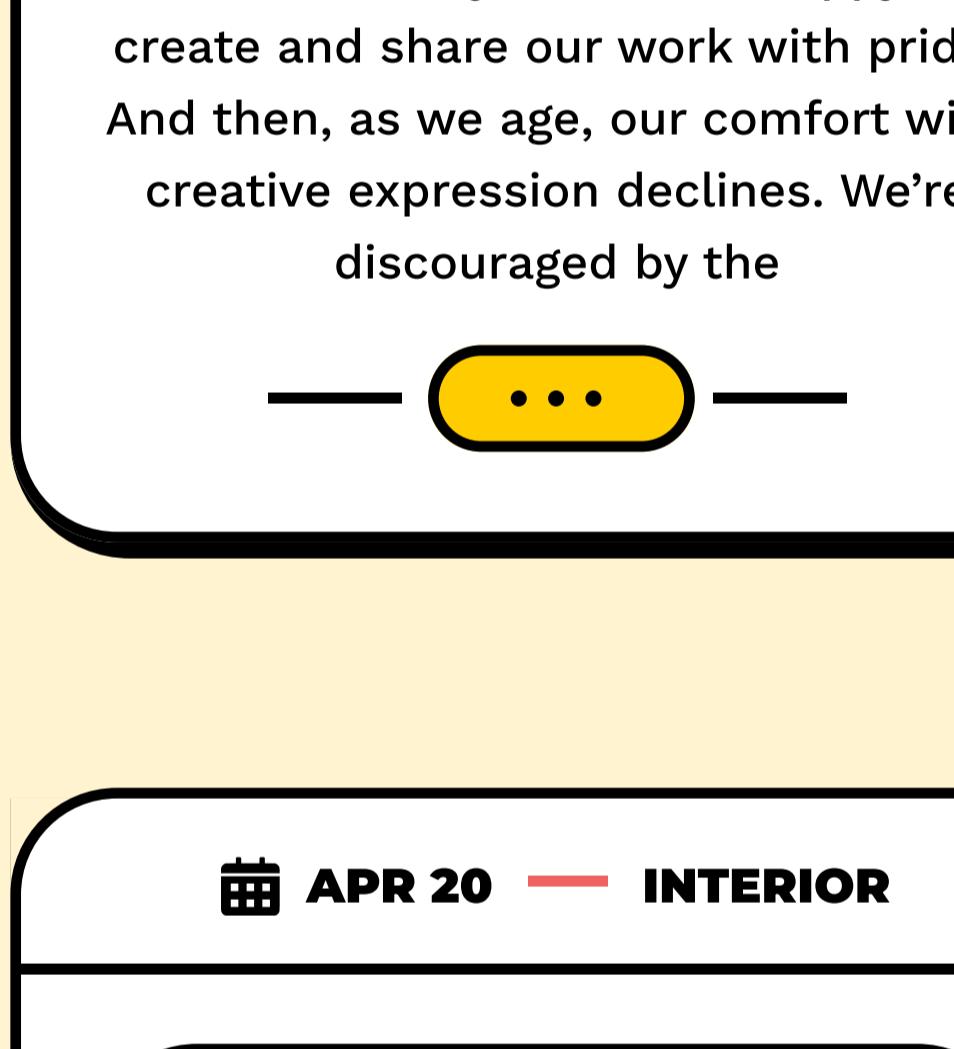
Don't Be in the Moment

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



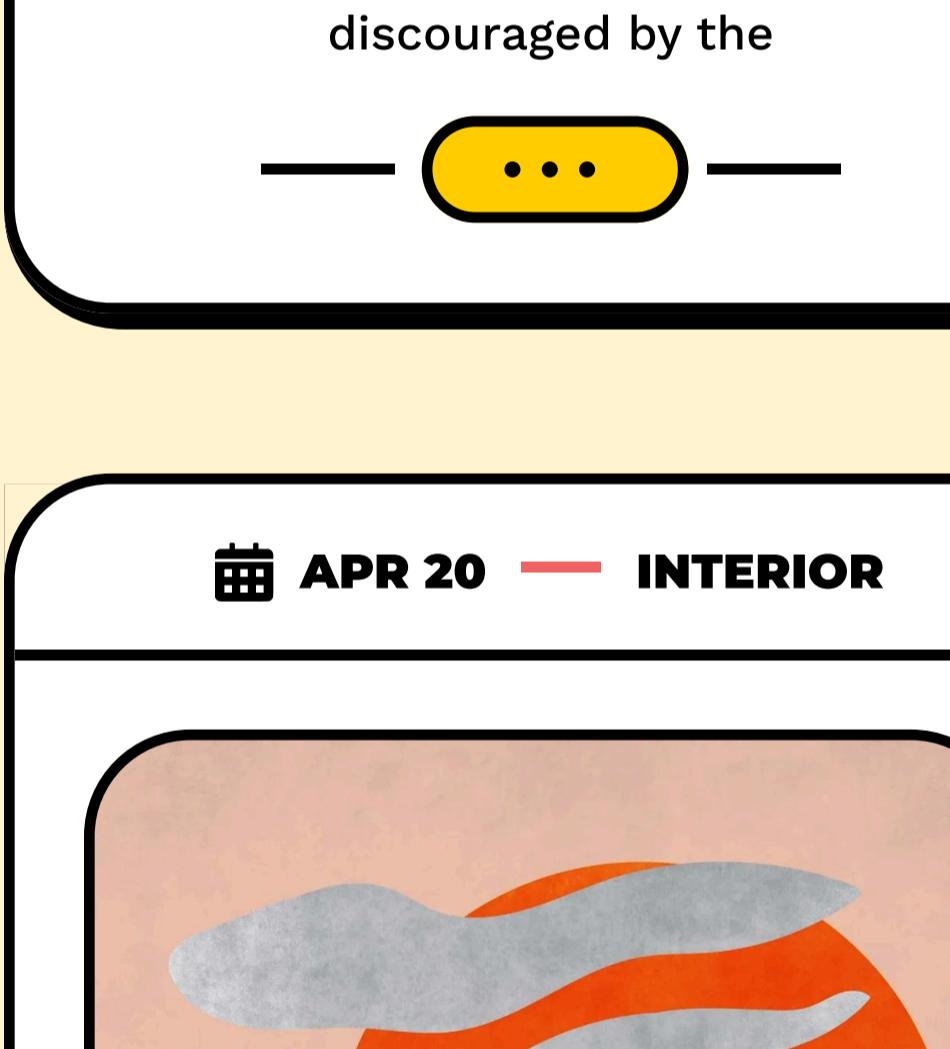
Working From Home Tanked My Productivity

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



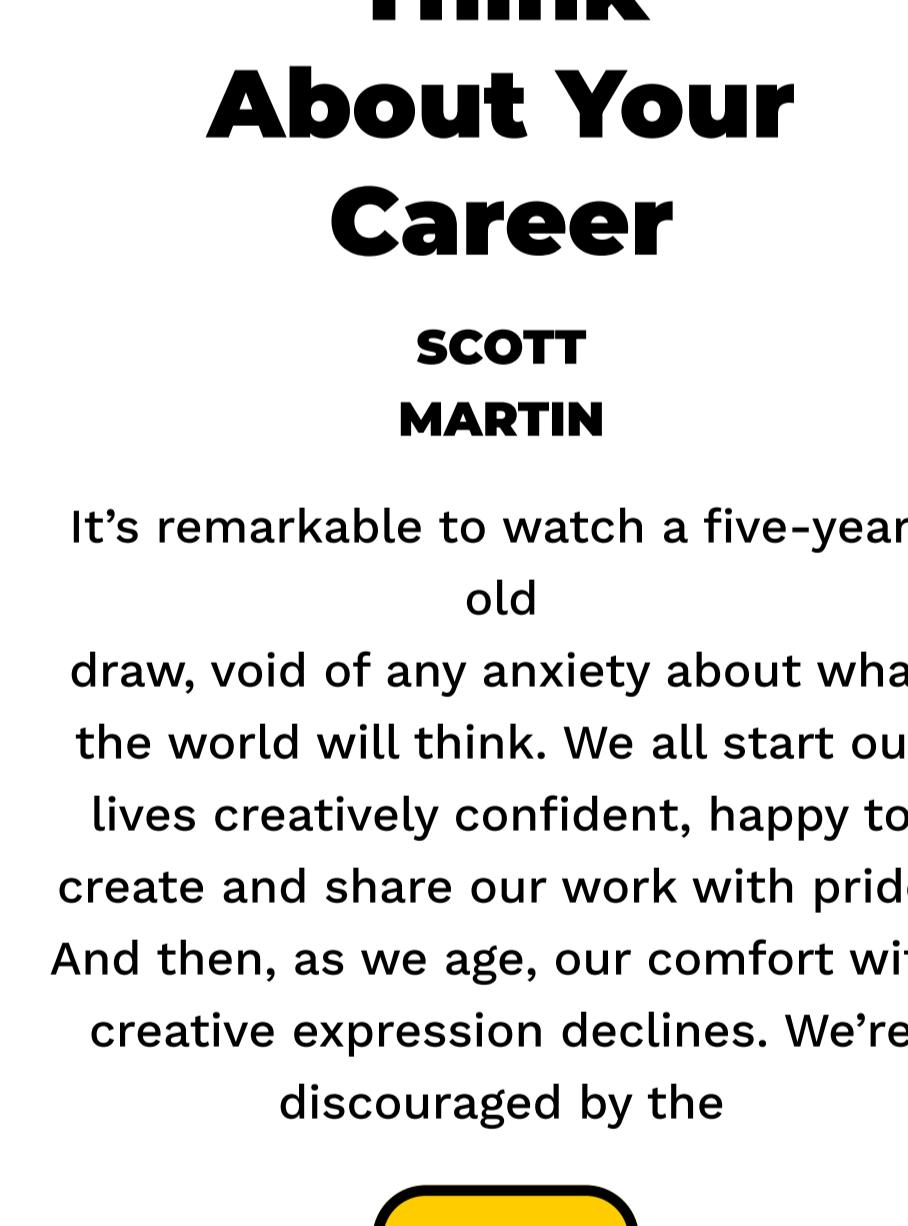
The Greatest Life Hacks

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



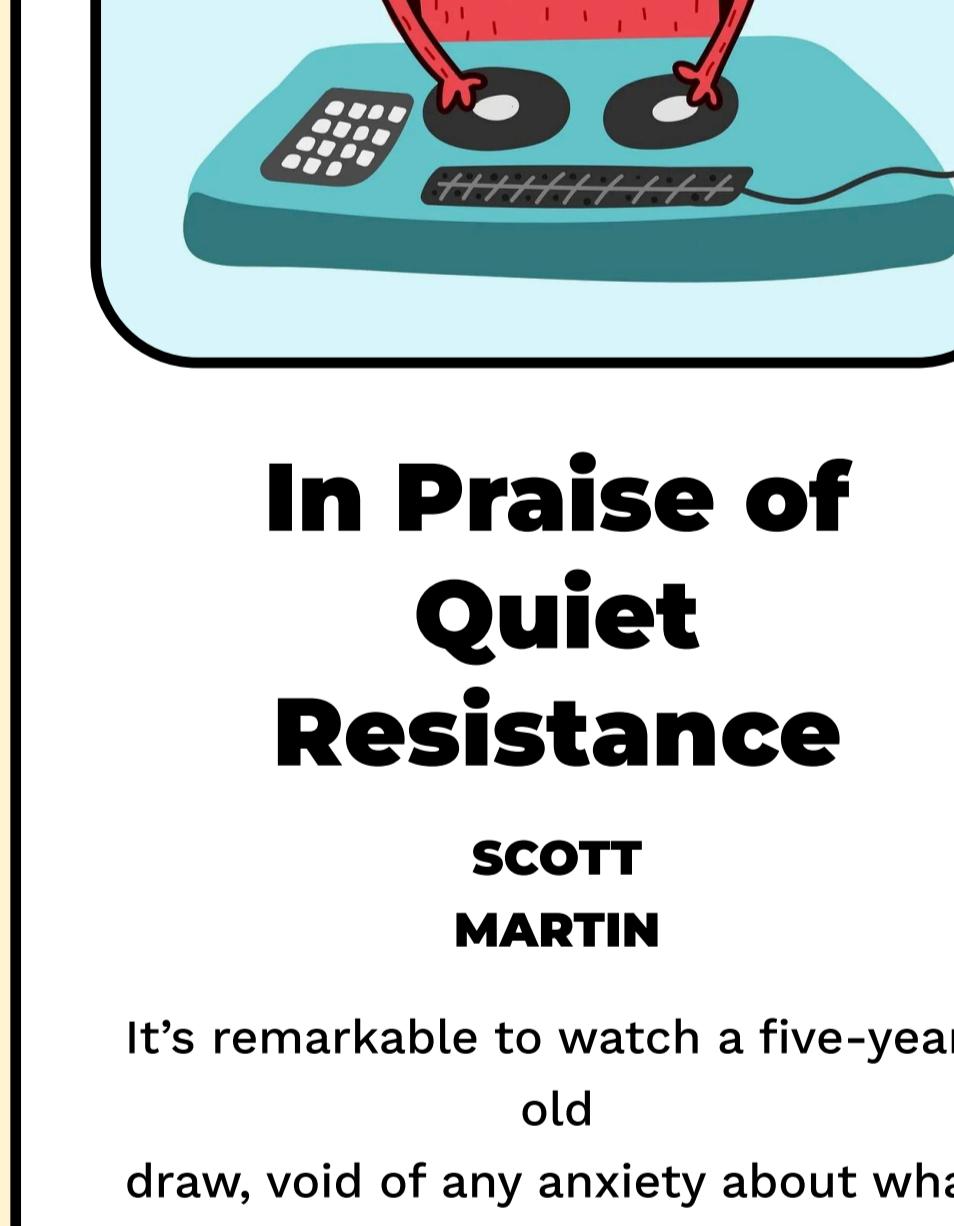
How to Think About Your Career

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



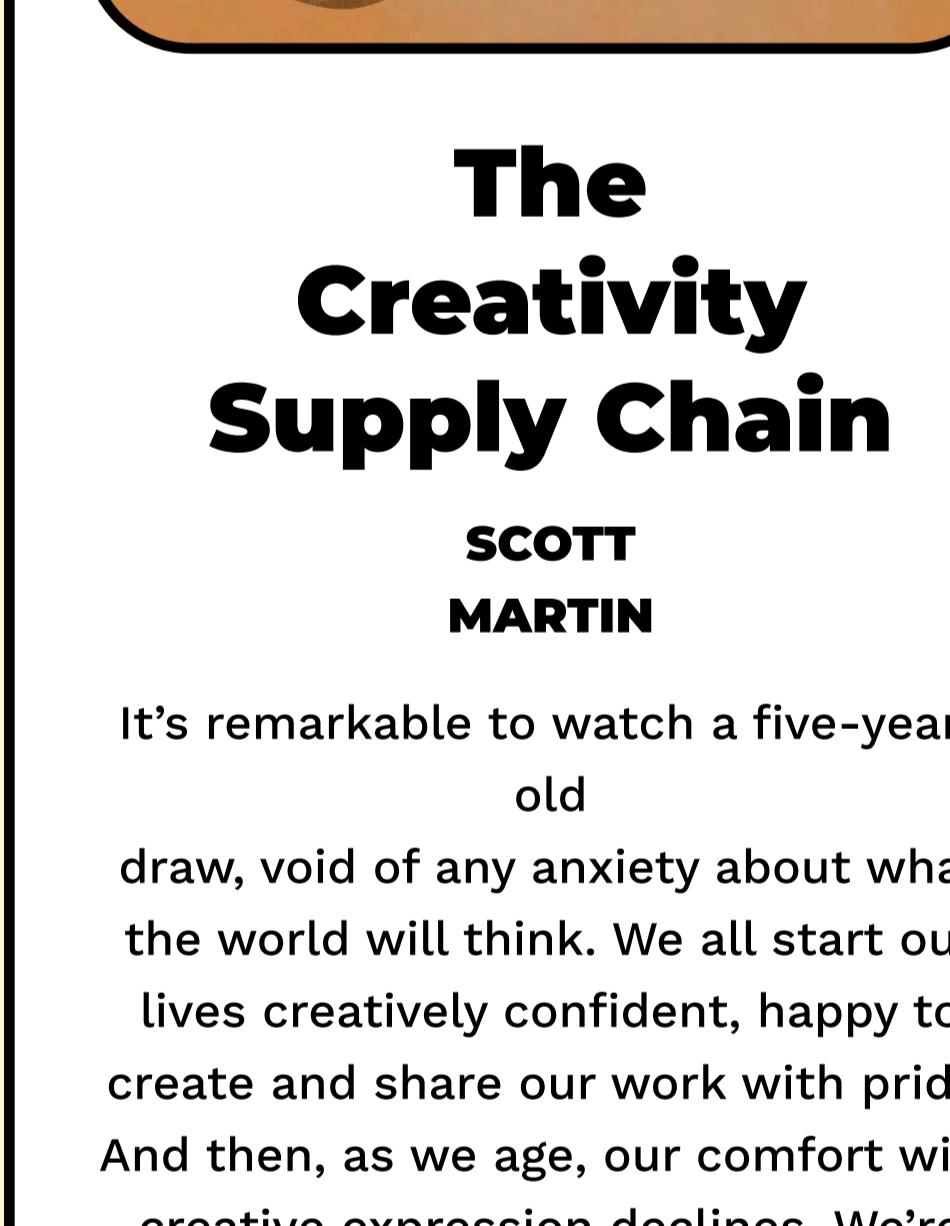
In Praise of Quiet Resistance

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



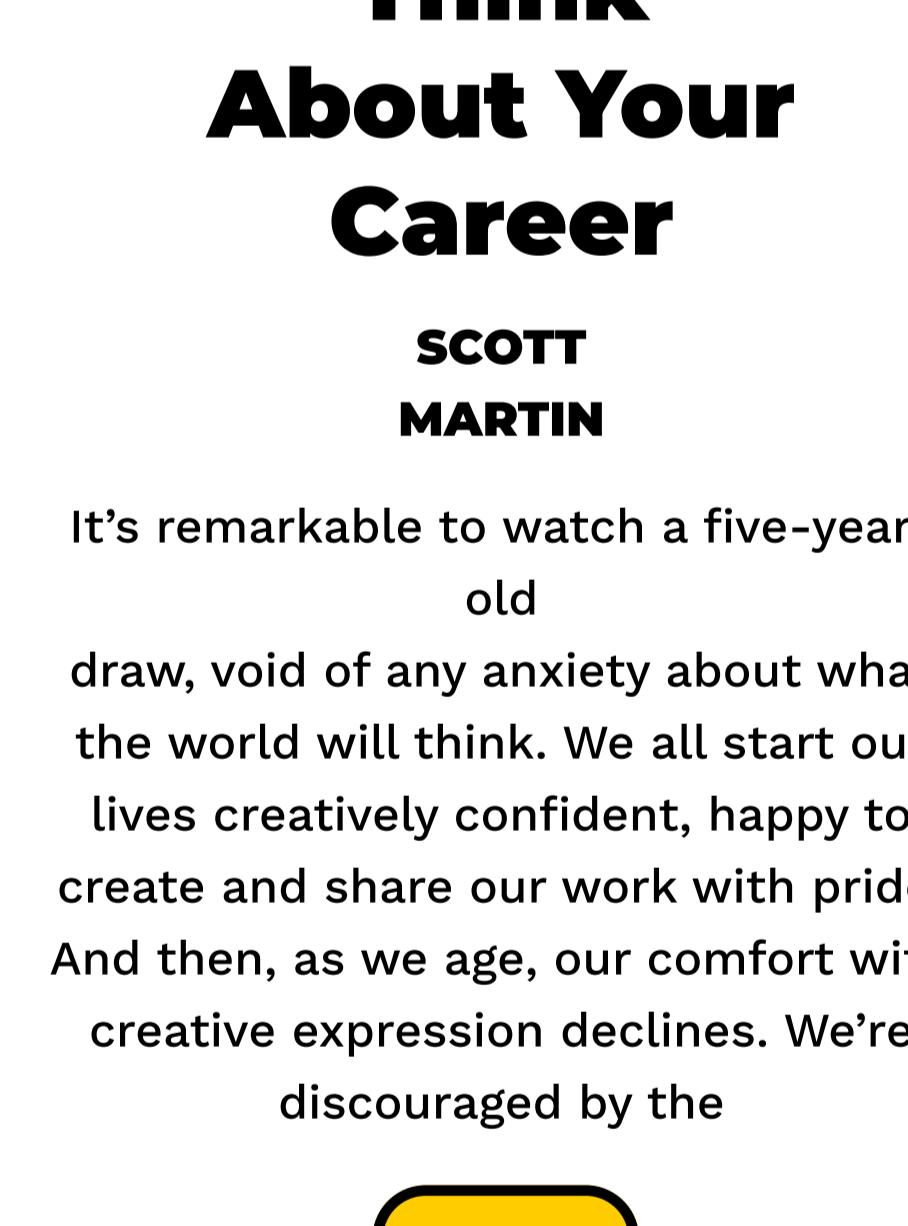
The Creativity Supply Chain

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



The Run-Down Dream House

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



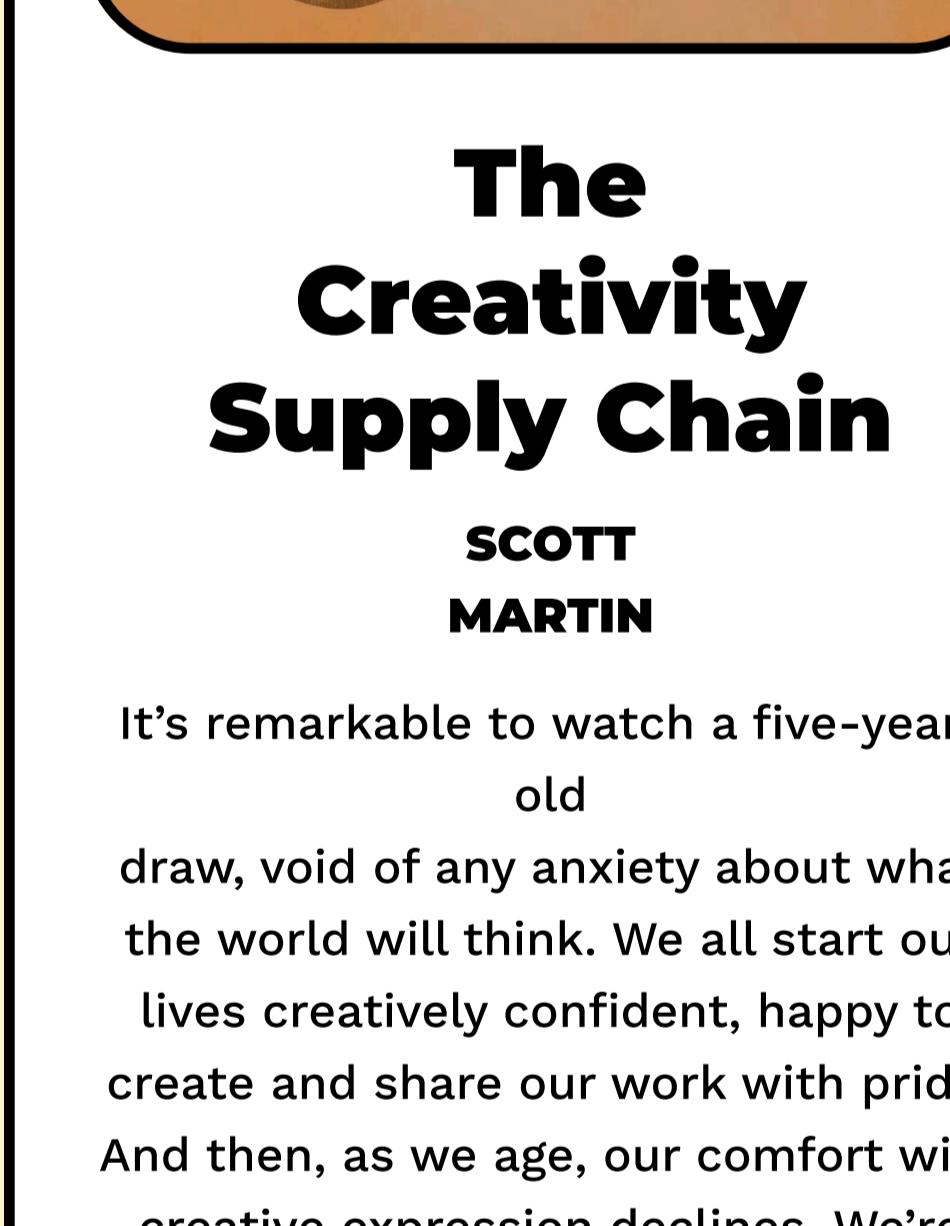
Men & Women Are Biological Opposites

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

...

APR 20 — INTERIOR



How I Kept My Sense of Humor

SCOTT MARTIN

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the

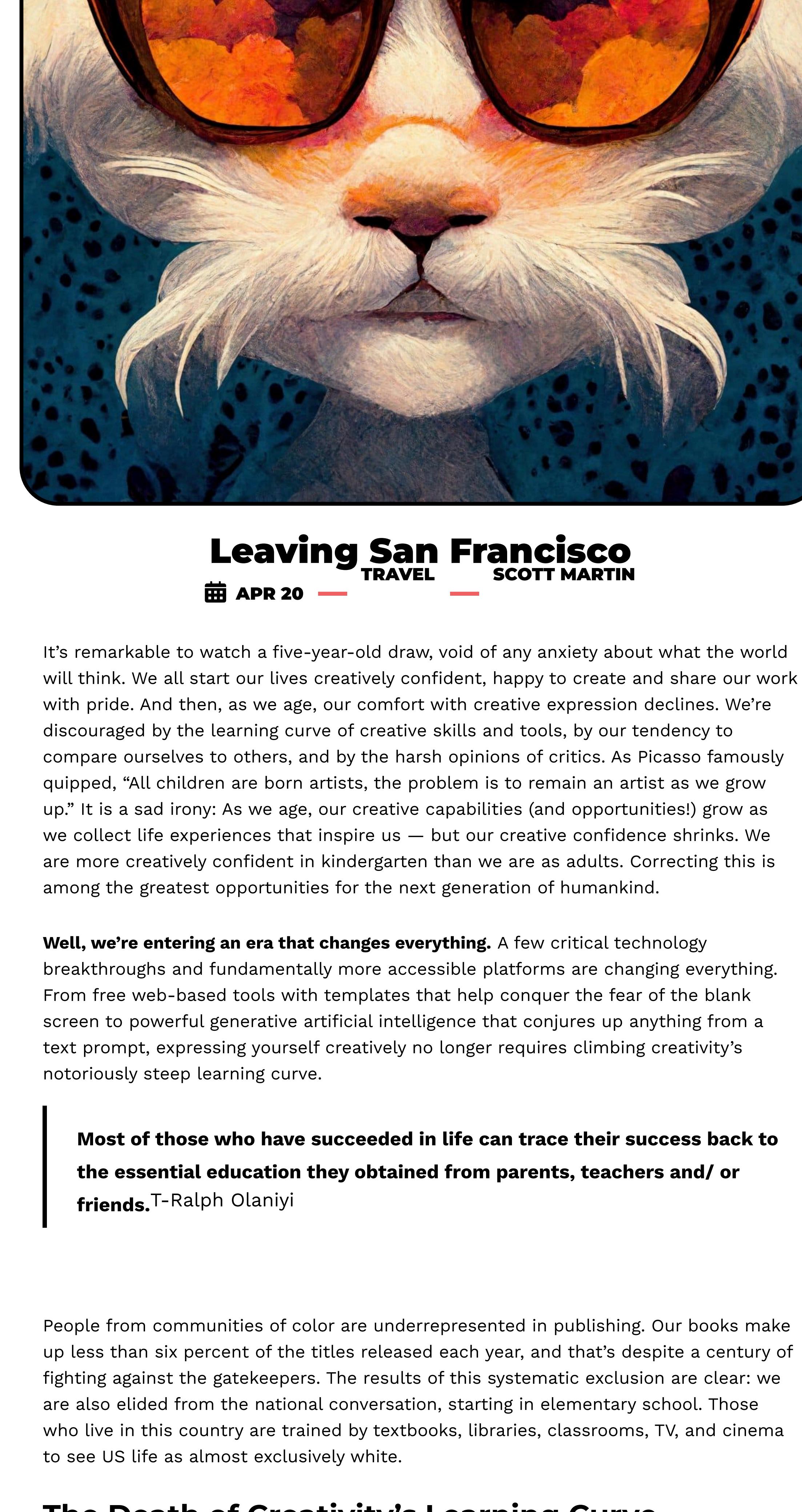
...

STAY IN THE LOOP

Get the latest posts delivered right to your email.

name@mail.com

SUBSCRIBE

SHARE:
f t p in k e**Leaving San Francisco** TRAVEL SCOTT MARTIN

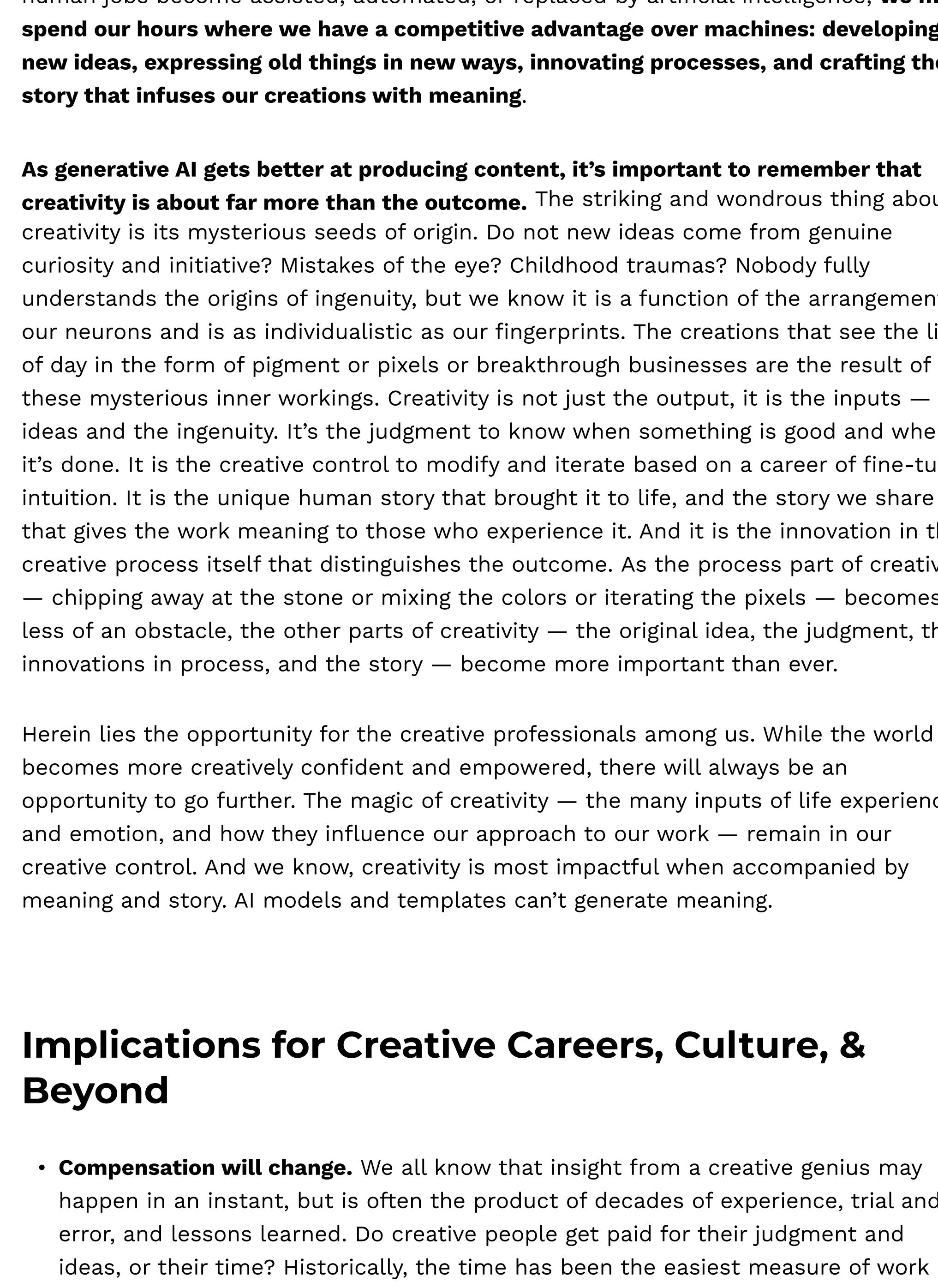
APR 20

It's remarkable to watch a five-year-old draw, void of any anxiety about what the world will think. We all start our lives creatively confident, happy to create and share our work with pride. And then, as we age, our comfort with creative expression declines. We're discouraged by the learning curve of creative skills and tools, by our tendency to compare ourselves to others, and by the harsh opinions of critics. As Picasso famously quipped, "All children are born artists, the problem is to remain an artist as we grow up." It is a sad irony: As we age, our creative capabilities (and opportunity) grow as we collect life experiences that inspire us — but our creative confidence shrinks. We are more creatively confident in kindergarten than we are as adults. Correcting this is among the greatest opportunities for the next generation of humankind.

Well, we're entering an era that changes everything. A few critical technology breakthroughs and fundamentally more accessible platforms are changing everything. From free web-based tools with templates that help conquer the fear of the blank screen to powerful generative artificial intelligence that conjures up anything from a text prompt, expressing yourself creatively no longer requires climbing creativity's notoriously steep learning curve.

Most of those who have succeeded in life can trace their success back to the essential education they obtained from parents, teachers and/or friends. T-Ralph Olanjiy

People from communities of color are underrepresented in publishing. Our books make up less than six percent of the titles released each year, and that's despite a century of fighting against the gatekeepers. The results of this systematic exclusion are clear: we are also elided from the national conversation, starting in elementary school. Those who live in this country are trained by textbooks, libraries, classrooms, TV, and cinema to see US life as almost exclusively white.

The Death of Creativity's Learning Curve

There is so much else to praise

Welcome to an era in which the friction between an idea, and creatively expressing that idea, is removed. Whether it is as an image, an essay, an animated story, or even a video, you can simply talk about what you see in your mind's eye and get immediate visual output. "But that's not real creativity!" some may exclaim. Until now, "creativity" has conflated both the generation of ideas and the process involved to express those ideas. *Is the process of intricately chiseling a beautiful sculpture creative, or is the idea of the sculpture — the image conjured up in the mind's eye — the truly creative part of an otherwise laborious and tedious process?* It's an age-old argument. Michelangelo, for instance, believed that each stone has a statue inside it and the sculptor discovers it by chipping away. At the same time, the great master employed as many as 13 assistants to help him paint the Sistine Chapel. So, it's complicated.

Most artists today can't afford 13 human assistants, but they use other tools to reduce the laborious parts of creativity, including AI-powered shortcuts, component libraries for product designers, templates, and now generative AI. This latest breakthrough has elicited both fanfare and fear because of its ability to conjure up an original piece of media based solely on a text prompt. Conceptually, it's like a roomful of inexperienced interns who instantly present you with endless renditions of whatever you describe. Most of what they present will be wrong, but you may get some stuff to work with and, occasionally, something novel will catch your eye.

Of course, behind the scenes, the machine learning engines that drive AI creation were trained using millions of pieces of content from real artists, many of whom never consented to have their work used in that way. To correct this, I anticipate a series of regulations, evolutions in copyright law, new walled gardens and token-gated portfolio experiences, and new compensation models for artists that opt-in and/or allow the use of their style for GenerativeAI purposes. Serious issues to solve and unfortunately, as usual, the availability of such tech preceded these discussions. But here we are, and we need to find the path to sustainability as well as opportunities for both artists and non-artists alike.

The Opportunity for Creative Pros in the Era of Creative Confidence

As someone is driven to help all people access the tools for creative expression, it has been thrilling to watch hundreds of millions of people who may have been intimidated by professional-grade tools like Photoshop or Premiere Pro begin tinkering creatively using new template-based and AI-driven tools and technologies. At the same time, there is a common sentiment — and often times anxiety — among creative professionals that these tools threaten their livelihoods.

Humans have always been frenemies with new technology. We relish the efficiencies and welcome having more brain power for higher-order tasks. And yet we fret about the interim disruptions as we adjust. That was the case with the advent of photography, automobiles, and desktop publishing, and I don't think this is an exception. As more humans jobs become assisted, automated, or replaced by artificial intelligence, **we must spend our hours where we have a competitive advantage over machines: developing new ideas, expressing old things in new ways, innovating processes, and crafting the story that infuses our creations with meaning.**

As generative AI gets better at producing content, it's important to remember that creativity is about far more than the outcome. The striking and wondrous thing about creativity is its mysterious seeds of origin. Do not new ideas come from genuine curiosity and initiative? Mistakes of the eye? Childhood traumas? Nobody fully understands the origins of ingenuity, but we know it is a function of the arrangement of our neurons and is as individualistic as our fingerprints. The creations that see the light of day in the form of pigment or pixels or breakthrough businesses are the result of these mysterious inner workings. Creativity is not just the output, it is the inputs — the ideas and the ingenuity. It's the judgment to know when something is good and when it's done. It is the creative control to modify and iterate based on a career of fine-tuned intuition. It is the unique human story that brought it to life, and the story we share that gives the work meaning to those who experience it. And it is the innovation in the creative process itself that distinguishes the outcome. As the process part of creativity — chipping away at the stone or mixing the colors or iterating the pixels — becomes less of an obstacle, the other parts of creativity — the original idea, the judgment, the innovations in process, and the story — become more important than ever.

Herein lies the opportunity for the creative professionals among us. While the world becomes more creatively confident and empowered, there will always be an opportunity to go further. The magic of creativity — the many inputs of life experience, and emotion, and how they influence our approach to our work — remain in our creative control. And we know, creativity is most impactful when accompanied by meaning and story. AI models and templates can't generate meaning.

Implications for Creative Careers, Culture, & Beyond

- Compensation will change.** We all know that insight from a creative genius may happen in an instant, but is often the product of decades of experience, trial and error, and lessons learned. Do creative people get paid for their judgment and ideas, or their time? Historically, the time has been the easiest measure of work and the most popular factor for charging for work completed. But, in an era in which much of our mundane and repetitive work is accomplished by AI-powered assistants, the time required for creative work has materially reduced. So, how do creators — and other disciplines where judgment and taste are the results of a lifetime's work — start charging for value-added, as opposed to time spent? Perhaps there is, someday, some mutually agreed upon pricing model that takes experience into account. Perhaps more creative teams will get compensated based on the performance of their work. Compensation is ripe for re-imagination in the era of AI.

- The "story" behind the work becomes more important and is front and center.** As an art collector knows, the fine art world is as much (Nah, more!) about the story as it is about the paint on a canvas. Within a gallery, a piece is valued based on its lineage, its originality, and the trials and tribulations of the artist. A replica of priceless work is worth nothing. "This was created by Generative AI model X based on Y text prompt" is a pretty lackluster and uninspiring story, much like "This was painted by X as a replica of a masterpiece painted by Y." Who cares? So, if the story defines the value and respect for a work of fine art, why wouldn't the premium of the story carry over to other creative genres, especially in a world where anyone can generate anything with a text prompt (or print a replica with a printer)?

- Creativity is the human creator just as much as the outcome.** Will future brand campaigns spotlight the inspirations and creative teams behind them? Will we purchase digital art that is cryptographically signed by humans rather than AI models? (Adobe's founding role in the Content Authenticity Initiative is partly inspired by this conviction). Take a stroll through TikTok's greatest hits and you'll see that people are clearly more engaged by a creator's process than the outcome. With due respect to TikTok creators, their success isn't purely because of the technical skill of their dancing, singing, or acting. It's the spirit and humor they bring to whatever they do. If the human behind the art is what distinguishes and captivates, then generative AI will only further spotlight the value of creators and their stories.

- As people gain creative confidence and access to expressive tools, culture will change as fashion and life design (your furniture, wallpaper, etc.) becomes hyper-personalized.** Today, the designs in your life are created by small teams and generalized for the masses. The clothes you wear, the media you consume, the digital dashboard in your car, the items in your home — they are all made by a few and generalized for as many as possible. But with widespread creative confidence will come a desire to culturally flex yourself through personalization. Tools like Adobe Express, Lightroom, and Canva are already enabling people and small businesses to personalize their marketing, greeting cards, and photos at a professional grade without the learning curve. But I anticipate a world in which you customize your shoes or clothing before checking out (or select an artist to do it and ship your purchase to them first). I anticipate that our experiences in cars will be personalized by us using templates for the dashboard design and customization kits for interiors. And when we start wearing AR glasses around, every person's world will look remarkably different, by design, just because we can!

- We will stand out in school and at work with our creativity rather than our productivity.** Success in most white-collar jobs — and hopefully K-12 education — will shift from the endless drive for more productivity — being promoted because you accomplished more in less time — to standing out through your creativity. As much of our work becomes automated and AI-assisted, our ingenuity in merchandising ideas, our use of data to make compelling arguments, and our empathy-driven insights to solve customer problems should be what makes us successful. I like to say **creativity is the new productivity** because creative skills are what will distinguish humans most in the years to come.

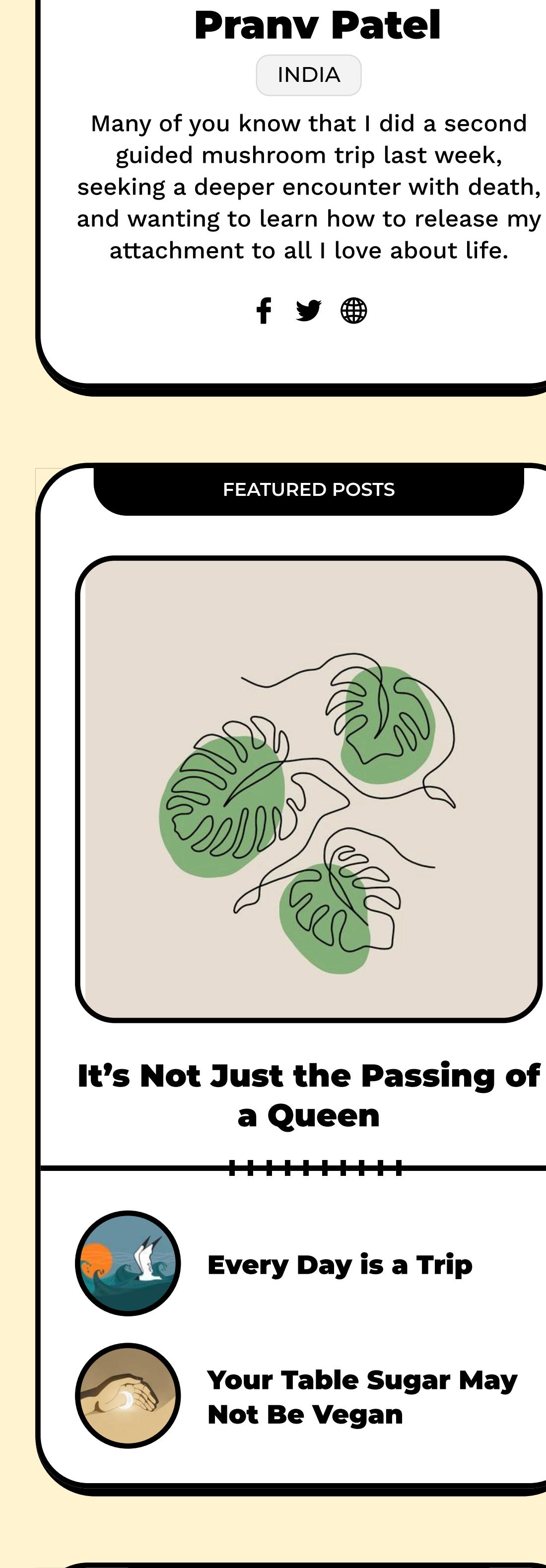
Welcoming & Adapting to Ubiquitous Creative Confidence

As the expression of ideas becomes exponentially easier, the ideas themselves become more of the differentiator (yes, I think "Prompt Engineering" will become a discipline in and of itself). Good ideas aren't derived solely from logic and patterns of the past; they're also the product of human traumas, mistakes of the eye, and uniquely human ingenuity. I am excited about AI, but I am ultimately long on creativity (aka humanity). With fundamentally easier execution of ideas and more ideas actually seeing the light of day, perhaps meritocracy will kick in and help the best ideas — now sourced from a far greater pool of creators — get the best opportunity and reach the most people.

It's important to distinguish pragmatism from the various forms of postmodern thinking

Much like every sport's top athletes improve every generation, so should creatives. I would argue that AI is like some breakthrough new racket or sneaker — it almost unfairly elevates the game for every player and allows the very best to advance the game itself. Revolutionary tennis rackets and string technology allowed any weekend player to hit shots they never would have been capable of before. But it didn't turn them into Rafa Nadal or Roger Federer. People with extraordinary talent, dedication, and fortitude will always stand out.

So here's my plea to the creative community: As new technology and the "creativity for all" revolution usher in the era of creative confidence, let's welcome all the new players. But, in parallel, let's elevate our own game and advance every creative field through our own ingenuity. Let's embrace yet pressure-test the new tech on our own terms — insisting on attribution, getting compensated for our work, and learning into new models founded on ethics and dedicated to instilling creative confidence.

SHARE:
f t p in k e**It's Not Just the Passing of a Queen**

Every Day is a Trip**Your Table Sugar May Not Be Vegan**

CATEGORIES

FASHION	2
FOOD	2
HEALTH	5
INTERIOR	4
LIFESTYLE	7
TRAVEL	5

Implications for Creative Careers, Culture, & Beyond

- Compensation will change.** We all know that insight from a creative genius may happen in an instant, but is often the product of decades of experience, trial and error, and lessons learned. Do creative people get paid for their judgment and ideas, or their time? Historically, the time has been the easiest measure of work and the most popular factor for charging for work completed. But, in an era in which much of our mundane and repetitive work is accomplished by AI-powered assistants, the time required for creative work has materially reduced. So, how do creators — and other disciplines where judgment and taste are the results of a lifetime's work — start charging for value-added, as opposed to time spent? Perhaps there is, someday, some mutually agreed upon pricing model that takes experience into account. Perhaps more creative teams will get compensated based on the performance of their work. Compensation is ripe for re-imagination in the era of AI.

- The "story" behind the work becomes more important and is front and center.** As an art collector knows, the fine art world is as much (Nah, more!) about the story as it is about the paint on a canvas. Within a gallery, a piece is valued based on its lineage, its originality, and the trials and tribulations of the artist. A replica of priceless work is worth nothing. "This was created by Generative AI model X based on Y text prompt" is a pretty lackluster and uninspiring story, much like "This was painted by X as a replica of a masterpiece painted by Y." Who cares? So, if the story defines the value and respect for a work of fine art, why wouldn't the premium of the story carry over to other creative genres, especially in a world where anyone can generate anything with a text prompt (or print a replica with a printer)?

- Creativity is the human creator just as much as the outcome.** Will future brand campaigns spotlight the inspirations and creative teams behind them? Will we purchase digital art that is cryptographically signed by humans rather than AI models? (Adobe's founding role in the Content Authenticity Initiative is partly inspired by this conviction). Take a stroll through TikTok's greatest hits and you'll see that people are clearly more engaged by a creator's process than the outcome. With due respect to TikTok creators, their success isn't purely because of the technical skill of their dancing, singing, or acting. It's the spirit and humor they bring to whatever they do. If the human behind the art is what distinguishes and captivates, then generative AI will only further spotlight the value of creators and their stories.

- As people gain creative confidence and access to expressive tools, culture will change as fashion and life design (your furniture, wallpaper, etc.) becomes hyper-personalized.** Today, the designs in your life are created by small teams and generalized for the masses. The clothes you wear, the media you consume, the digital dashboard in your car, the items in your home — they are all made by a few and generalized for as many as possible. But with widespread creative confidence will come a desire to culturally flex yourself through personalization. Tools like Adobe Express, Lightroom, and Canva are already enabling people and small businesses to personalize their marketing, greeting cards, and photos at a professional grade without the learning curve. But I anticipate a world in which you customize your shoes or clothing before checking out (or select an artist to do it and ship your purchase to them first). I anticipate that our experiences in cars will be personalized by us using templates for the dashboard design and customization kits for interiors. And when we start wearing AR glasses around, every person's world will look remarkably different, by design, just because we can!

- We will stand out in school and at work with our creativity rather than our productivity.** Success in most white-collar jobs — and hopefully K-12 education — will shift from the endless drive for more productivity — being promoted because you accomplished more in less time — to standing out through your creativity. As much of our work becomes automated and AI-assisted, our ingenuity in merchandising ideas, our use of data to make compelling arguments, and our empathy-driven insights to solve customer problems should be what makes us successful. I like to say **creativity is the new productivity** because creative skills are what will distinguish humans most in the years to come.

Welcoming & Adapting to Ubiquitous Creative Confidence

As the expression of ideas becomes exponentially easier, the ideas themselves become more of the differentiator (yes, I think "Prompt Engineering" will become a discipline in and of itself). Good ideas aren't derived solely from logic and patterns of the past; they're also the product of human traumas, mistakes of the eye, and uniquely human ingenuity. I am excited about AI, but I am ultimately long on creativity (aka humanity). With fundamentally easier execution of ideas and more ideas actually seeing the light of day, perhaps meritocracy will kick in and help the best ideas — now sourced from a far greater pool of creators — get the best opportunity and reach the most people.

It's important to distinguish pragmatism from the various forms of postmodern thinking

Much like every sport's top athletes improve every generation, so should creatives. I would argue that AI is like some breakthrough new racket or sneaker — it almost unfairly elevates the game for every player and allows the very best to advance the game itself. Revolutionary tennis rackets and string technology allowed any weekend player to hit shots they never would have been capable of before. But it didn't turn them into Rafa Nadal or Roger Federer. People with extraordinary talent, dedication, and fortitude will always stand out.

So here's my plea to the creative community: As new technology and the "creativity for all" revolution usher in the era of creative confidence, let's welcome all the new players. But, in parallel, let's elevate our own game and advance every creative field through our own ingenuity. Let's embrace yet pressure-test the new tech on our own terms — insisting on attribution, getting compensated for our work, and learning into new models founded on ethics and dedicated to instilling creative confidence.

SHARE:
f t p in k e**It's Not Just the Passing of a Queen**

Every Day is a Trip**Your Table Sugar May Not Be Vegan****Implications for Creative Careers, Culture, & Beyond**

- Compensation will change.** We all know that insight from a creative genius may happen in an instant, but is often the product of decades of experience, trial and error, and lessons learned. Do creative people get paid for their judgment and ideas, or their time? Historically, the time has been the easiest measure of work and the most popular factor for charging for work completed. But, in an era in which much of our mundane and repetitive work is accomplished by AI-powered assistants, the time required for creative work has materially reduced. So, how do creators — and other disciplines where judgment and taste are the results of a lifetime's work — start charging for value-added, as opposed to time spent? Perhaps there is, someday, some mutually agreed upon pricing model that takes experience into account. Perhaps more creative teams will get compensated based on the performance of their work. Compensation is ripe for re-imagination in the era of AI.

- The "story" behind the work becomes more important and is front and center.** As an art collector knows, the fine art world is as much (Nah, more!) about the story as it is about the paint on a canvas. Within a gallery, a piece is valued based on its lineage, its originality, and the trials and tribulations of the artist. A replica of priceless work is worth nothing. "This was created by Generative AI model X based on Y text prompt" is a pretty lackluster and uninspiring story, much like "This was painted by X as a replica of a masterpiece painted by Y." Who cares? So, if the story defines the value and respect for a work of fine art, why wouldn't the premium of the story carry over to other creative genres, especially in a world where anyone can generate anything with a text prompt (or print a replica with a printer)?

- Creativity is the human creator just as much as the outcome.** Will future brand campaigns spotlight the inspirations and creative teams behind them? Will we purchase digital art that is cryptographically signed by humans rather than AI models? (Adobe's founding role in the Content Authenticity Initiative is partly inspired by this conviction). Take a stroll through TikTok's greatest hits and you'll see that people are clearly more engaged by a creator's process than the outcome. With due respect to TikTok creators, their success isn't purely because of the technical skill of their dancing, singing, or acting. It's the spirit and humor they bring to whatever they do. If the human behind the art is what distinguishes and captivates, then generative AI will only further spotlight the value of creators and their stories.

- As people gain creative confidence and access to expressive tools, culture will change as fashion and life design (your furniture, wallpaper, etc.) becomes hyper-personalized.** Today, the designs in your life are created by small teams and generalized for the masses. The clothes you wear, the media you consume, the digital dashboard in your car, the items in your home —



ABOUT THIS SITE

SPIDE is an independent publication launched in April 2024 by Scott Martin. If you subscribe today, you'll get full access to the website as well as email newsletters about new content when it's available. Your subscription makes this site possible, and allows Xoxo to continue to exist. Thank you!

Access all areas

By signing up, you'll get access to the full archive of everything that's been published before and everything that's still to come. Your very own private library.

Fresh content, delivered

Stay up to date with new content sent straight to your inbox! No more worrying about whether you missed something because of a pesky algorithm or news feed.

Meet people like you

Join a community of other subscribers who share the same interests.



STAY IN THE LOOP

Get the latest posts delivered right to your email.

pranva.p@gmail.com

SUBSCRIBE

~~~~~

[TERMS & CONDITIONS](#) [PRIVACY POLICY](#)

© 2024 Pranav Patel



## ARCHIVE

Browse the complete archive of 21 posts.

### 2024

20 Apr 2024 **Leaving San Francisco**

20 Apr 2024 **What Marriage Means to Me**

20 Apr 2024 **A Love Letter to Los Angeles**

20 Apr 2024 **Do You Need to Change Yourself**

20 Apr 2024 **Famous Works of Literature**

20 Apr 2024 **A Search Tool For Serendipity**

Next



### STAY IN THE LOOP

Get the latest posts delivered right to your email.

Pranav@example.com

SUBSCRIBE





SHARE:



# SPIDE

## Create Account

[Sign up with Google](#)[Sign up with Facebook](#)

— OR —

Full Name

---

Email

---

Password

---

[Signup](#)

Already have an account? [Login](#)

SHARE:  
f  
t  
p  
in  
k  
e



## Sign-in

Email

---

Password

---

**Login**

Don't have an account? [Signup Here](#)

## Terms & Condition

### Mr. Pranva Patels Websites's Terms & Condition

Last updated: 1st JAN. 2025

Please read these terms and conditions carefully before using Our Service.

### Interpretation and Definitions

#### Interpretation

The words of which the initial letter is capitalized have meanings defined under the following conditions. The following definitions shall have the same meaning regardless of whether they appear in singular or in plural.

#### Definitions

For the purposes of these Terms and Conditions:

- **Affiliate** means an entity that controls, is controlled by or is under common control with a party, where "control" means ownership of 50% or more of the shares, equity interest or other securities entitled to vote for election of directors or other managing authority.
- **Country** refers to: Gujarat, India
- **Company** (referred to as either "the Company", "We", "Us" or "Our" in this Agreement) refers to Krish Satsiya.
- **Device** means any device that can access the Service such as a computer, a cellphone or a digital tablet.
- **Service** refers to the Website.
- **Terms and Conditions** (also referred as "Terms") mean these Terms and Conditions that form the entire agreement between You and the Company regarding the use of the Service. This Terms and Conditions agreement has been created with the help of the [Terms and Conditions Generator](#).
- **Third-party Social Media Service** means any services or content (including data, information, products or services) provided by a third-party that may be displayed, included or made available by the Service.
- **You** means the individual accessing or using the Service, or the company, or other legal entity on behalf of which such individual is accessing or using the Service, as applicable.

### Acknowledgment

These are the Terms and Conditions governing the use of this Service and the agreement that operates between You and the Company. These Terms and Conditions set out the rights and obligations of all users regarding the use of the Service.

Your access to and use of the Service is conditioned on Your acceptance of and compliance with these Terms and Conditions. These Terms and Conditions apply to all visitors, users and others who access or use the Service.

By accessing or using the Service You agree to be bound by these Terms and Conditions. If You disagree with any part of these Terms and Conditions then You may not access the Service.

You represent that you are over the age of 18. The Company does not permit those under 18 to use the Service.

Your access to and use of the Service is also conditioned on Your acceptance of and compliance with the Privacy Policy of the Company. Our Privacy Policy describes Our policies and procedures on the collection, use and disclosure of Your personal information when You use the Application or the Website and tells You about Your privacy rights and how the law protects You. Please read Our Privacy Policy carefully before using Our Service.

### Links to Other Websites

Our Service may contain links to third-party web sites or services that are not owned or controlled by the Company.

The Company has no control over, and assumes no responsibility for, the content, privacy policies, or practices of any third party web sites or services. You further acknowledge and agree that the Company shall not be responsible or liable, directly or indirectly, for any damage or loss caused or alleged to be caused by or in connection with the use or reliance on any such content, goods or services available on or through any such web sites or services.

We strongly advise You to read the terms and conditions and privacy policies of any third-party web sites or services that You visit.

### Termination

We may terminate or suspend Your access immediately, without prior notice or liability, for any reason whatsoever, including without limitation if You breach these Terms and Conditions.

Upon termination, Your right to use the Service will cease immediately.

### Limitation of Liability

Notwithstanding any damages that You might incur, the entire liability of the Company and any of its suppliers under any provision of this Terms and Your exclusive remedy for all of the foregoing shall be limited to the amount actually paid by You through the Service or 100 USD if You haven't purchased anything through the Service.

To the maximum extent permitted by applicable law, in no event shall the Company or its suppliers be liable for any special, incidental, indirect, or consequential damages whatsoever (including, but not limited to, damages for loss of profits, loss of data or other information, for business interruption, for personal injury, loss of privacy arising out of or in any way related to the use of or inability to use the Service, third-party software and/or third-party hardware used with the Service, or otherwise in connection with any provision of this Terms), even if the Company or any supplier has been advised of the possibility of such damages and even if the remedy fails of its essential purpose.

Some states do not allow the exclusion of implied warranties or limitation of liability for incidental or consequential damages, which means that some of the above limitations may not apply. In these states, each party's liability will be limited to the greatest extent permitted by law.

### "AS IS" and "AS AVAILABLE" Disclaimer

The Service is provided to You "AS IS" and "AS AVAILABLE" and with all faults and defects without warranty of any kind. To the maximum extent permitted under applicable law, the Company, on its own behalf and on behalf of its Affiliates and its and their respective licensors and service providers, expressly disclaims all warranties, whether express, implied, statutory or otherwise, with respect to the Service, including all implied warranties of merchantability, fitness for a particular purpose, title and non-infringement, and warranties that may arise out of course of dealing, course of performance, usage or trade practice. Without limitation to the foregoing, the Company provides no warranty or undertaking, and makes no representation of any kind that the Service will meet Your requirements, achieve any intended results, be compatible or work with any other software, applications, systems or services, operate without interruption, meet any performance or reliability standards or be error free or that any errors or defects can or will be corrected.

Without limiting the foregoing, neither the Company nor any of the company's provider makes any representation or warranty of any kind, express or implied: (i) as to the operation or availability of the Service, or the information, content, and materials or products included thereon; (ii) that the Service will be uninterrupted or error-free; (iii) as to the accuracy, reliability, or currency of any information or content provided through the Service; or (iv) that the Service, its servers, the content, or e-mails sent from or on behalf of the Company are free of viruses, scripts, trojan horses, worms, malware, timebombs or other harmful components.

Some jurisdictions do not allow the exclusion of certain types of warranties or limitations on applicable statutory rights of a consumer, so some or all of the above exclusions and limitations may not apply to You. But in such a case the exclusions and limitations set forth in this section shall be applied to the greatest extent enforceable under applicable law.

### Governing Law

The laws of the Country, excluding its conflicts of law rules, shall govern this Terms and Your use of the Service. Your use of the Application may also be subject to other local, state, national, or international laws.

### Disputes Resolution

If You have any concern or dispute about the Service, You agree to first try to resolve the dispute informally by contacting the Company.

### For European Union (EU) Users

If You are a European Union consumer, you will benefit from any mandatory provisions of the law of the country in which you are resident in.

### United States Legal Compliance

You represent and warrant that (i) You are not located in a country that is subject to the United States government embargo, or that has been designated by the United States government as a "terrorist supporting" country, and (ii) You are not listed on any United States government list of prohibited or restricted parties.

### Severability and Waiver

#### Severability

If any provision of these Terms is held to be unenforceable or invalid, such provision will be changed and interpreted to accomplish the objectives of such provision to the greatest extent possible under applicable law and the remaining provisions will continue in full force and effect.

#### Waiver

Except as provided herein, the failure to exercise a right or to require performance of an obligation under this Terms shall not effect a party's ability to exercise such right or require such performance at any time thereafter nor shall be the waiver of a breach constitute a waiver of any subsequent breach.

### Translation Interpretation

These Terms and Conditions may have been translated if We have made them available to You on our Service. You agree that the original English text shall prevail in the case of a dispute.

### Changes to These Terms and Conditions

We reserve the right, at Our sole discretion, to modify or replace these Terms at any time. If a revision is material We will make reasonable efforts to provide at least 30 days' notice prior to any new terms taking effect. What constitutes a material change will be determined at Our sole discretion.

By continuing to access or use Our Service after those revisions become effective, You agree to be bound by the revised terms. If You do not agree to the new terms, in whole or in part, please stop using the website and the Service.

