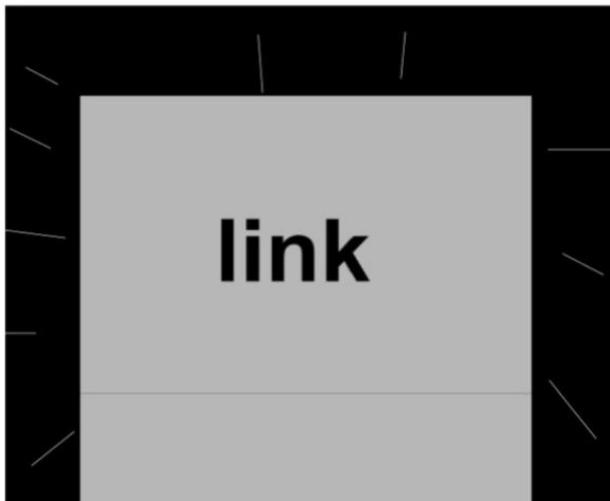


core concept #1



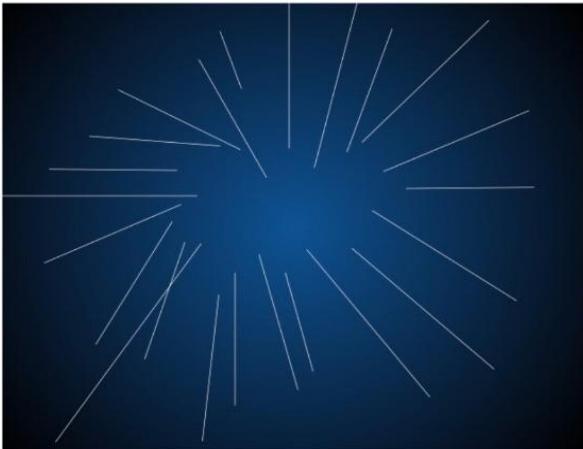
#2



rocket screen

- screen in rocket demo
- while shooting up
- subjects in window

#2



rocket launch

face concept #1



face → core concept # 1 |
animation?



void

#2



- zoom in subjects on globe
- also subjects in space
- round yourself (world)



Mo Tu We Th Fr Sa Su

Memo No. _____

Date / /

Anatomy 1

- 1) 3P Mentality
- 2) first step = how
how → P ↑
definition
- 3) why people don't
→ behavior
why this is bad
→ concept ?
- 4) Transition ↗
concept → concept
- 5) (re) definition
concept

~~→ goal to
destroy you
nowhere yet~~

IP

~~draw~~ diagrams

descriptions

outline →

split

MSDEM

What (whole) {
what (parts) } ^{method}

arg argument

→ post 113

what +

→ general
diagram?

+ steps etc. 2

experience



INSTRUCTIONS

writing

website

videos

coding

animation

how

website

video

what

message



Mo Tu We Th Fr Sa Su

Memo No. _____

Date / /

Passion 1

pillar ← how →

~~behavior~~ why? people don't

concept ↗

why this is bad

OPP ↕

transition

concept ↘

Why P is

good

call to
action

conclusion

"NO ONE EVER MADE A
DIFFERENCE BY BEING
LIKE EVERYONE ELSE!"

Mo Tu We Th Fr Sa Su

Memo No.

Date

Passion 2

What stops people

Conceptualize passion ①
as a person

↳ "the herd"

"I'd rather be Me"

② However, people often
don't because

↖ F - scared ~~different~~ ↗ to be different

↓ fear

→ culture ↗ culture ↗

↙ ↓ ↘ ↗ conventional ↗

(whatever)

do ↗ positive rewards

because of ↗ fulfill

acceptance



Mo	Tu	We	Th	Fr	Sa	Su
----	----	----	----	----	----	----

Memo No. _____

Date / /

Purpose

knowledge of it



→ what should I?

~~big questions.~~

/ achieved ~~through~~ inquiry

→ philosophy

What

Conviction / belief

~~why~~ them, world,
humans, etc. → role

* fundamental ~~truths~~

(modern)

think
deeply

THOUGHTS

person-philosopher

(critical thinker)

independent, thinks

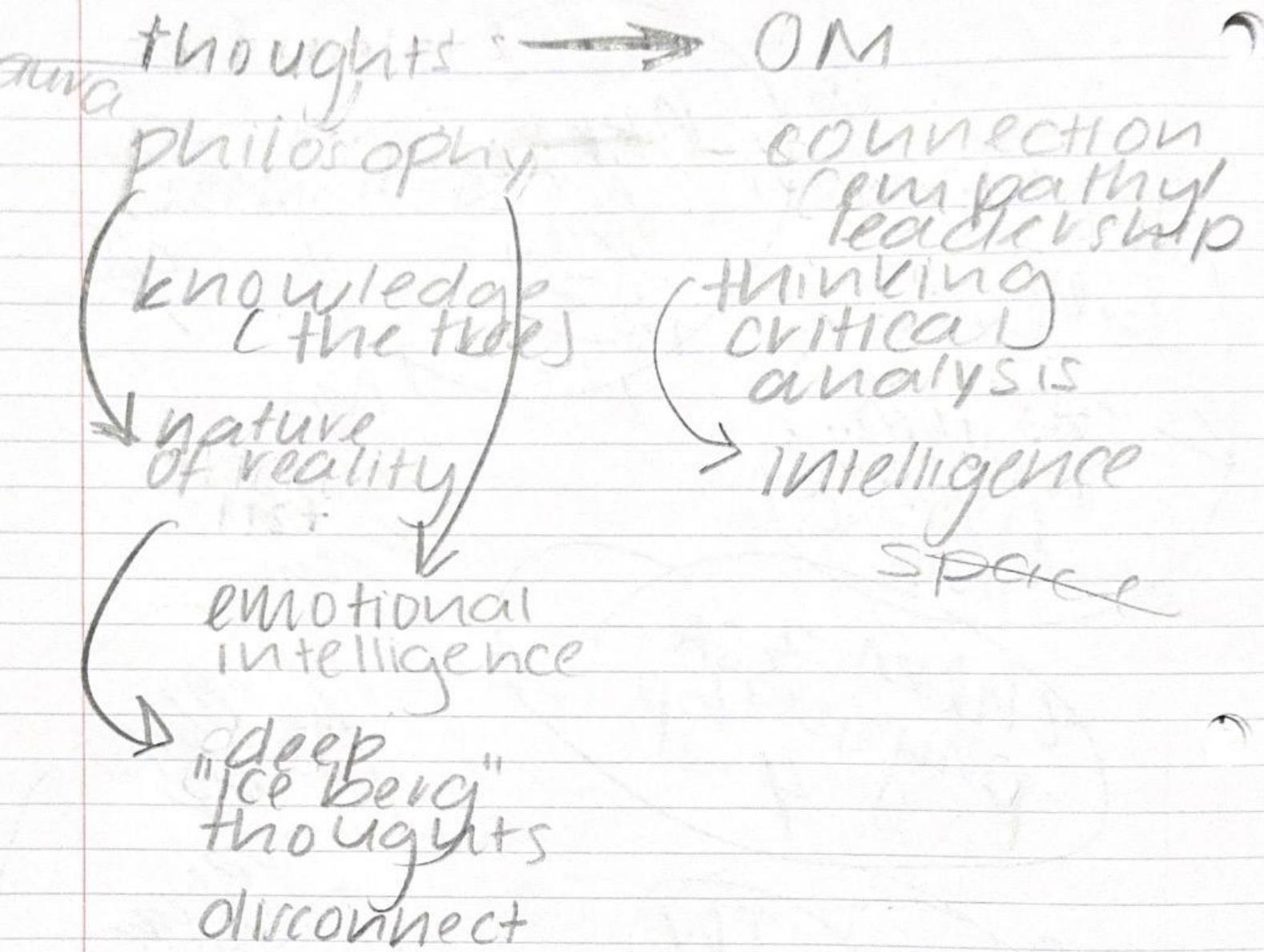
for themselves, reflection
detached from culture

THE

intelligence fitted

stoic, well-reasoned

purpose





Mo	Tu	We	Th	Fr	Sa	Su
----	----	----	----	----	----	----

INSTANTG

Memo No.

Date

~~Objectivity~~ false

expectations

→ IDEALISM

{ El Dorado, extrinsic rewards, dreams,

~~need~~ need (dependent)

WILL NEVER BE ENOUGH,
ALWAYS WANT MORE

why this is bad → EXTRA
- never be fulfilled,
fickle, instantly gratifying

Objectivity

→ evidence-based,
factual, data \leftrightarrow *

evaluation, ~~filter~~ filter,
no bias/subjectivity,
emotionally intelligent

philosophy

the

thinking

- analysis
relations

→ stay on
topic

emotions

→ where
does this
come
from

to do

break
down
skills

thinking the
tree

critical
analysis
knowledge

facts

if this,
then!
this...
synthesis

hacit
implicit

explicit

reflect → learn

→ absorb