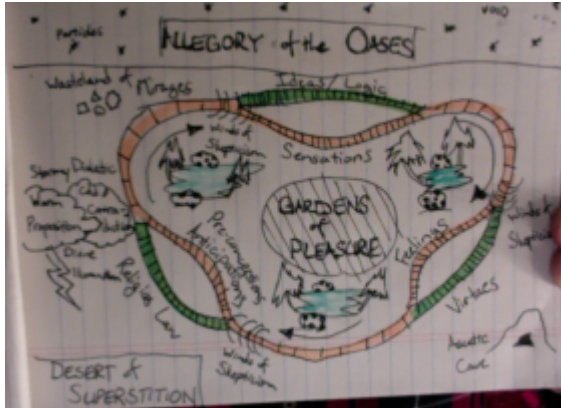


Nate's "Allegory of the Oasis" Graphic

Post by "Eikadistes" of December 26, 2018 at 5:53 PM



(I'll re-post the following within the Facebook group to keep everything organized.)

Here's a brainstorm of what I've been working on:

The allegorical image could be setup like a board game, a mix between the never-endingness of 'Monopoly' mixed with the choice-making, divergent paths of 'The Game of Life'.

The pathway around the board is the flow of life through a natural world. Part of the world is pleasurable lush, part of the world is painfully arid. If true pleasure is pursued with consistency, the path will keep you close to the 'Gardens of Pleasure', a moderate, regular path without extreme dips, bends, and descents.

The center of the image is a habitable, green area. Within this area are several points of congregation called 'Gardens of Pleasure'. They'll be inhabited by Epicurus, Jefferson, Hitches, etc. (Not included in the brainstormed image): a small, desert stream that will flow along the orange line, between the 'Gardens of Pleasure', indicating a path to follow. I'll still call the peaceful water 'Ataraxia', and the fruit on the bushes as 'Aponia'.

Around the edges of the path are philosophical extremities, all of which are associated with systems that show indifference to pleasure and pain (usually resulting in more pain). These include 'pure logic', 'virtue ethics', 'divine illumination' the 'dialectic', and religious dogma. These areas will be inhabited by Platonists, Stoics, and religious figures. Of course, I'll include mirages in the shape of 'the Forms', and religious symbology.

The 'Winds of Skepticism' create paths of divergence. If one is skeptical of 'sensation', one may rely on ungrounded logic instead of physical experience. If one is skeptical of 'Feelings', one

may look to virtue to help them judge their experiences instead of their emotional compass. If one is skeptical of 'Preconceptions or 'Anticipations', they may turn to an absolutist, religious dogma to organize their understanding.

(If we were to make an actual board game, we'd roll dice, and land on squares that provide us with some kind of token. Perhaps we'd hit a 'Read Sextus Empiricus and Doubt Your Existence. Lose One Turn', or 'Spent the night eating with friends. Take four tokens'. I'm not sure that any of these are required for the visual).

We'll use game pieces, regardless, to represent us, as animals, making decisions around the board. Our main piece is a dog (or pig), who will consistently make the pleasurable choice. His opponents will include (kosher animals) sheep and goats, who often get lost in religion and virtue. We'll see them losing tokens and turn in the desert areas of superstition.

As usual, on top, I'll summarize Epicurean (meta)physics and cosmology with "atomi" (leptons, bosons, quarks) versus "void", denoting that everything which exists below is also made of this constituent pieces.