

Nate's "Allegory of the Oasis" Graphic

Post by "Eikadistes" of December 26, 2018 at 7:32 PM

Things to edit/emphasize:

The skeptical, idealist paths should be much longer, twisted, and asymmetrical than the pleasurable orange path.

The orange areas after the paths converge lead right through the Gardens, and not around them.

The orange path between the gardens may disappear into underground streams, contrasted with some 'alluring thing' that draws people into the desert: A lightning bolt for religious illumination, mirage-like forms for those who doubt sensation, and a mysterious cave for those who doubt feelings.

Another suggestion:

The 'short' paths will run along the 'rivers' between the Gardens. The [a.1] River Sensation, the [b.1] River Anticipation, and the [c.1] River Feeling. If we don't take the [a] River Sensation, we trudge through the [a.2] Valley of Mirages. If we don't follow the [b.1] River Anticipation, we get lost in the [b.2] Stormy Dialectic. If we don't follow the [c.1] River Feeling, we climb the [c.2] Mountains of Virtue. The [x.2] trecherous paths will be visually looped, and twice as long as the [x.1] river paths. The [c.2] mountain path will wind around the mountain, and the [b.2] stormy path will wind around a tornado produced by the 'Warm [Front of] Proposition' and the 'Cold [Front of] Contradiction'.