

BE A GREAT CREATOR

Transcend the mundane

Imagine possibilities

Create the great

Enrich the world

Slides by Jack Martin Leith

“ You are not here merely to make a living.

You are here in order to enable the world to live more amply, with great vision, with a finer spirit of hope and achievement.

You are here to enrich the world and you impoverish yourself if you forget the errand.

Woodrow Wilson

US President 1913–1921

Woodrow Wilson was addressing undergraduates. His actual words were these:
*You are not here merely **to prepare** to make a living.*



You are here to enrich the world by transcending the mundane, imagining possibilities, creating the great and generating extensive or exceptional value.

To the great creator, value is *experienced* benefit. The beneficiaries could be family members, work colleagues, community groups, customers, clients, service users or the world at large.

The great creator creates the great in the workplace, such as a new product or a new way of working, and in his or her personal life, for example by establishing a YouTube channel, launching a campaign for restoring a former railway line, setting up a community radio station, revitalising a struggling community, starting a business, or founding a nonprofit organisation.

You are here to enrich the world.

Not only is this why you are here – it is also what you are uniquely equipped to do.

There is only one stage in the true model of the Creative Process. Stuart Kauffman uses an expression to describe the difficulty of modeling any living system: “the algorithm is incompressible”. In other words, there's no shorter method, a routine or program to describe life or living systems than life or the living system itself.

Bryan Coffman, MG Taylor website

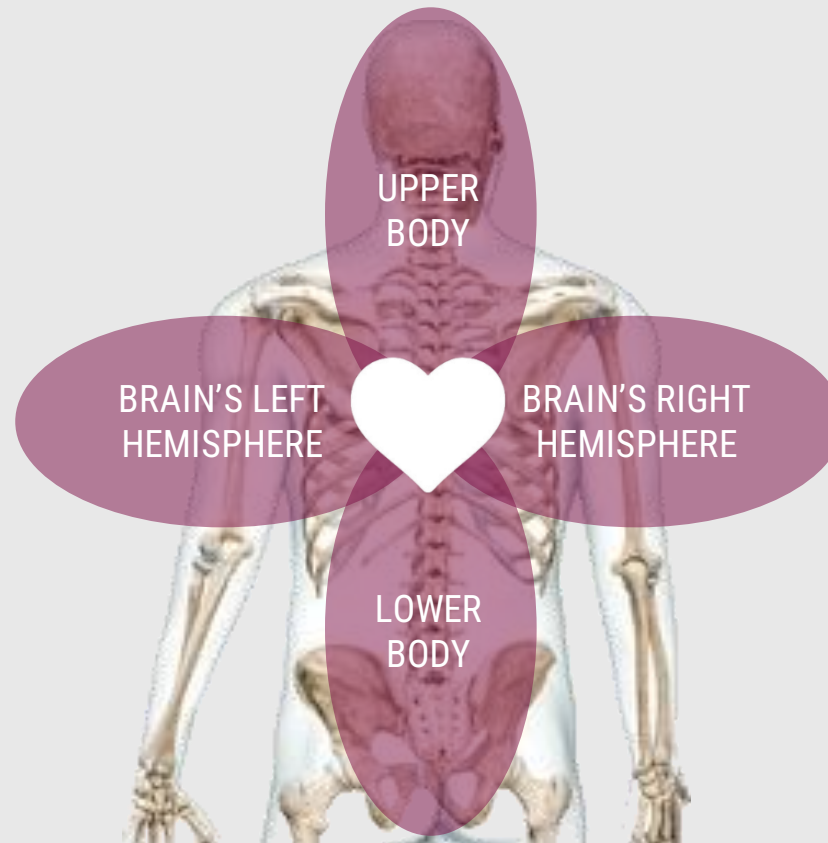
Our species is the only creative species, and it has only one creative instrument, the individual mind and spirit of man.

John Steinbeck, East of Eden

Together, mind, body and spirit provide you with the means for transcending the mundane, imagining possibilities, creating the new and enriching the world or a particular piece of it.

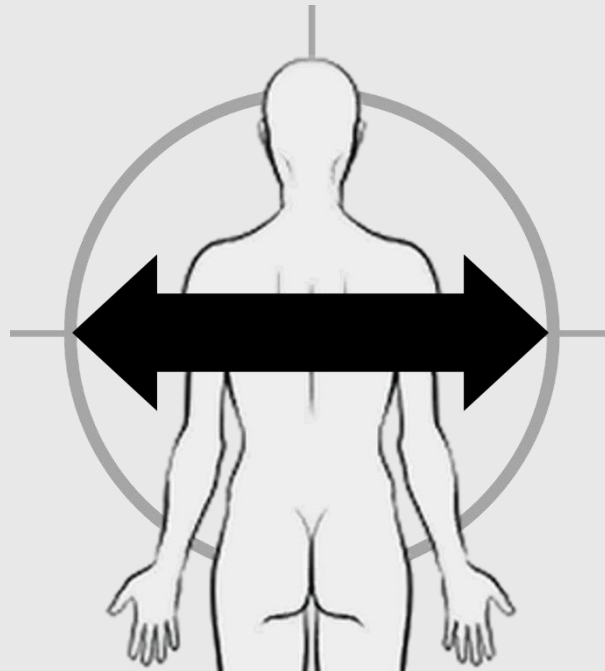
THE GREAT CREATOR'S EMBODIED MODEL

Bare bones. Seen from rear.



THE GREAT CREATOR'S MIND

Horizontal plane



The great creator lives with one foot in mundane world (brought forth by the brain's left hemisphere) and the other in primal world (brought forth by the right hemisphere).

In the following sequence, disempowering left hemisphere attributes are displayed in **red type**.

Attributes derived primarily from the work of Iain McGilchrist, Jill Bolte Taylor, Carlos Castaneda and Napoleon Hill.

MUNDANE WORLD

**Brought forth by brain's
left hemisphere**

PRIMAL WORLD

**Brought forth by brain's
right hemisphere**

Mundane World / Primal World distinctions originated by Jack Martin Leith.

Unwavering belief
Ideological conviction

**Believing without
believing**

Hold the new belief lightly
Test and assess
Remain unattached
Discard when redundant

MUNDANE

PRIMAL

**Life is experienced at
one stage removed,
like watching a video
rather than being part
of the performance**

**Life is visceral and
experienced in the raw:
unfiltered, uncoded and
unconceptualised**



The map

The territory

**Seeing an
isolated tree
in detail**

**Seeing the whole
forest and its place
in the wider
landscape**



Thinking

**Noticing
thoughts as
they arise**



Planning

Spontaneity

**Everything can be
named, described
and situated on the
arrow of time**

**There are no names
and no descriptions,
and there is no arrow
of time, only the
present moment**

**Abstract concepts are
treated as actual things
that can be created
and manipulated**

**Generative thought and action
are constrained by a barrage of
conventions, rules, norms,
mores, codes, taboos, beliefs,
dogmas, narratives and
ideologies**

**We are
domesticated and
apart from nature**

**We are untamed
and part of nature**

**Life is an
unfolding story**

**There is no story,
just stuff happening
moment by moment**

**Service is
conditional**
Trading favours

**Service is
unconditional**
No reciprocation

Seeking certainty

Needing to know

**Being OK with not
knowing**

**Denying the
existence of intent**

**Experiencing the
presence of intent
and harnessing its
generative power**

Intent is known by various other names including spirit, infinite intelligence and the Tao. The name is unimportant as names and descriptions only have meaning in mundane world.

**Synthetic
imagination**

An abstract noun

Forced

**Natural
imagining**

A verb

Unforced

TRANSCENDING THE MUNDANE: A CAVEAT

Transcend means
*to rise above or
go beyond the limits of.*

It also means
*to triumph over the
negative or restrictive
aspects of.*

It does not mean
to shun.

Mundane world.

Synthetic imagination.

Primal world.

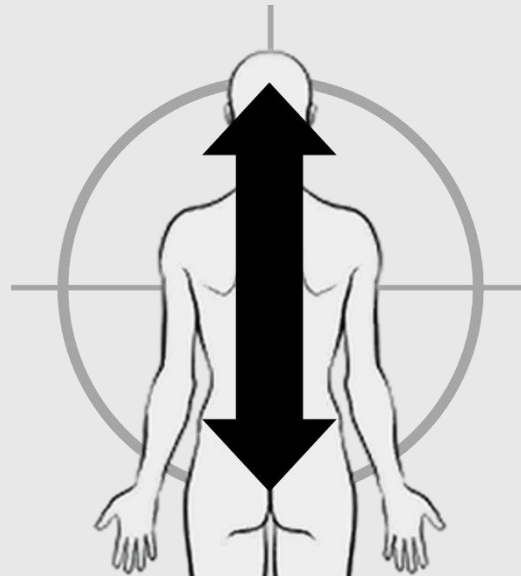
Natural imagining.

Each has a part to play.

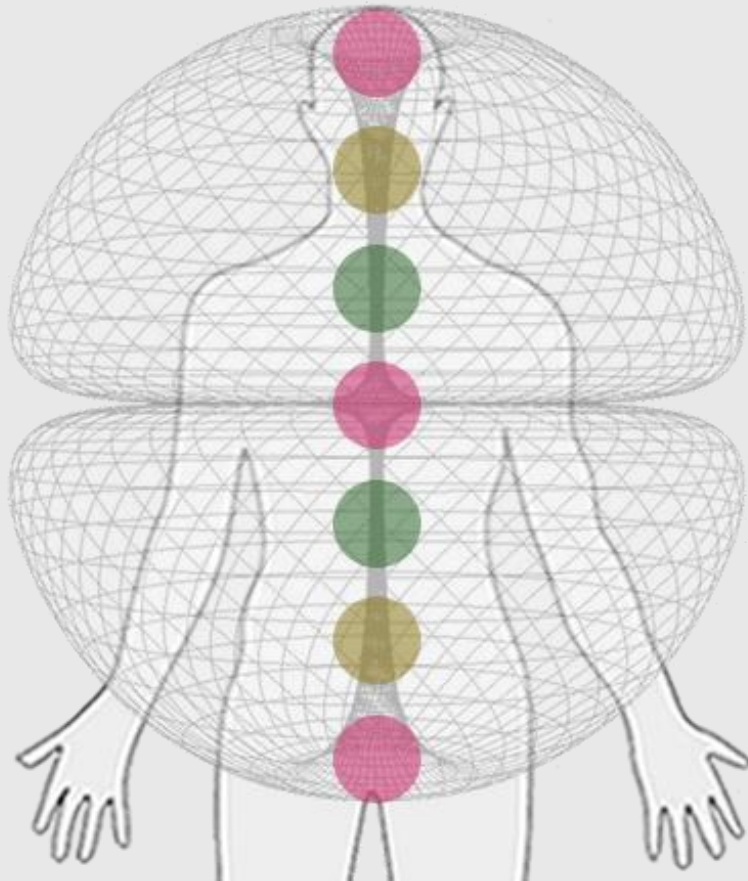
Primal world is not the place to be
when completing your tax return or
shopping for groceries.

THE GREAT CREATOR'S BODY

Vertical plane



THE GREAT CREATOR'S SEVEN POWERS



OPENNESS

IMAGINATION

CONCEPTUALISATION

LOVE

MATERIALISATION

REALISATION

GROUNDEDNESS

POSSIBILITY
WHAT COULD BE

ACTUALITY
WHAT IS

Pink items are activation powers. **Black items** are creative powers.

Dual torus image sourced from Michael C Grasso and decoloured.

POWER	LOCATION ¹	FUNCTION
Openness	Crown	Connecting to the nonmaterial realm – ‘Heaven’
Imagination	Third eye ²	Imagining a world enrichment possibility
Conceptualisation	Throat	Devising something ³ that will generate the imagined value
Love	Heart	Experiencing an ever-present desire to enrich the world – ‘Heaven’ + ‘Earth’
Materialisation	Solar plexus ⁴	Giving the creation ³ tangible form and introducing it to the world at large
Realisation	PC muscles ⁵	Bringing the creation to fullness and realising its value generation potential
Groundedness	Tailbone	Connecting to the material realm – ‘Earth’

1. This refers to a metaphorical association, not a literal location.
2. The mythical third eye is located between the eyebrows.
3. Value generator (innovation mode) or intervention (change and problem solving modes)
4. Situated below the diaphragm and above the navel.
5. The PC (pubococcygeus) muscles are what we use to control urine flow.

THE SEVEN POWERS COMBINE TO FORM THREE SUPERPOWERS

IMAGINE WHAT
COULD BE

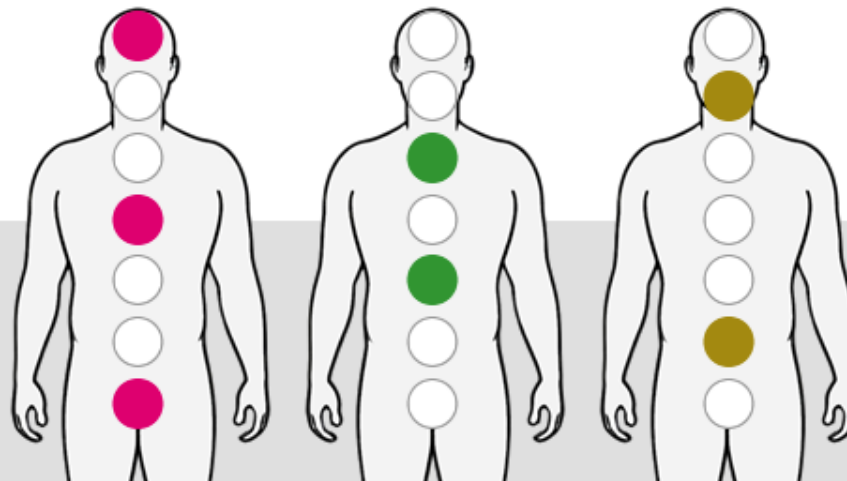
POSSIBILITY

**NONMATERIAL
REALM**

**MATERIAL
REALM**

ACTUALITY

BRING IT INTO
BEING AND
REALISE ITS
POTENTIAL



TRANSCEND
THE MUNDANE

CREATE
THE GREAT

ENRICH
THE WORLD

OPENNESS

IMAGINATION

CONCEPTUALISATION

LOVE

MATERIALISATION

REALISATION

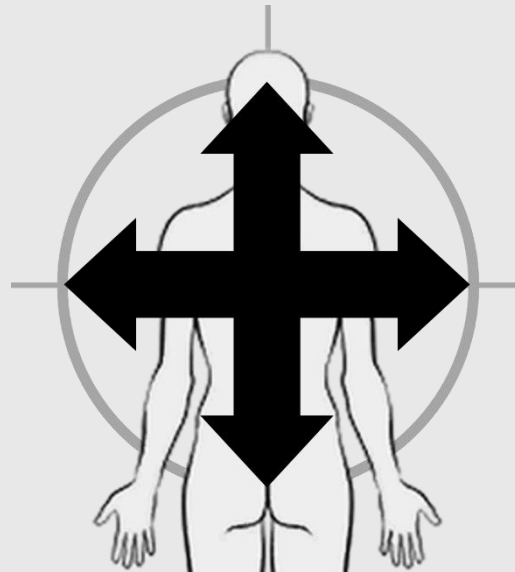
GROUNDEDNESS

SEVEN POWERS

THREE SUPERPOWERS

THE GREAT CREATOR'S SPIRIT

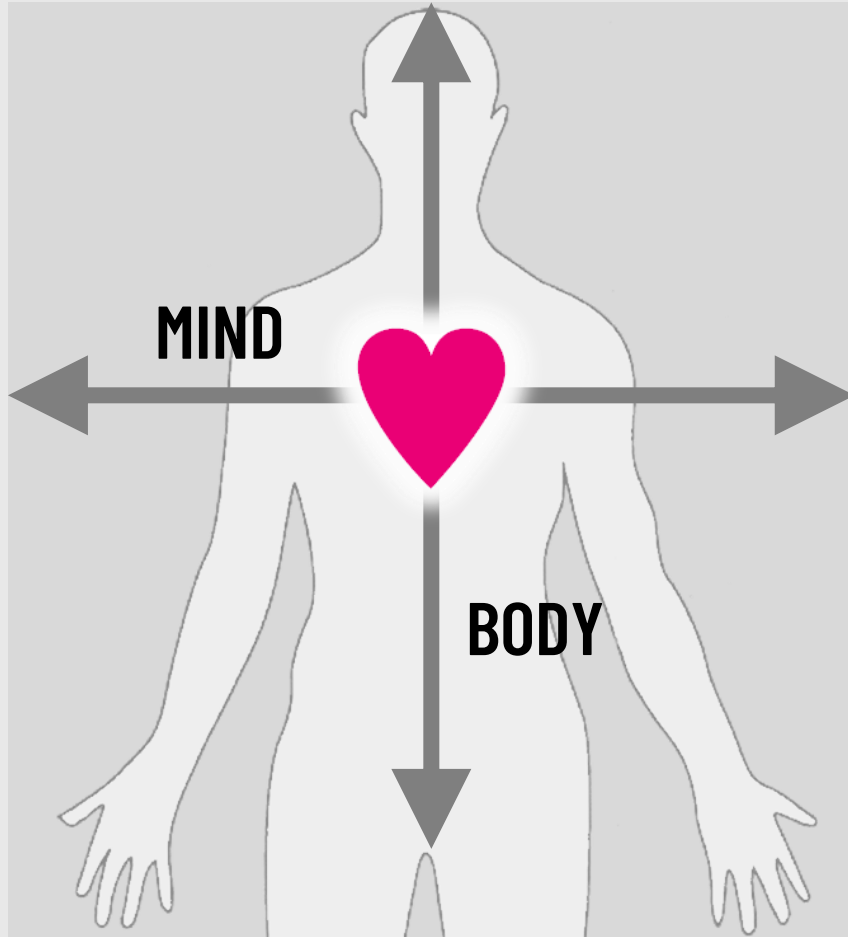
Intersection of horizontal
and vertical planes



Spirit is the animating force throughout creation.
An unseen force that is life, the divine, the nagual,
the light. To live a spiritual life is to identify oneself as the
animator of creation, rather than as creation.

Allan Hardman

Great creators call this animating force **intent** and create the new in partnership with it.



Your heart unites your body and your mind.

It is where, through faith, you experience spirit as an ever-present desire to enrich the world.

This is humanity's common purpose – its intent.

FAITH IS PARAMOUNT

Faith is a critical but curious mind's readiness to adopt a reality model (even if provisionally) for which there is less than absolute, empirical proof.

Jay B. Gaskill

Faith is an existential commitment of the heart, a way of life, a set of behaviors and emotional responses woven into every hour of everyday life – expressed through constant choices both when alone and in social situations.

Peter A. Georgescu

THE GREAT CREATOR'S SEVEN POWERS IN ACTION

NOW-TO-NEW MODE	NEW REALITY
INNOVATION	The new product, service or other creation has been launched and is generating the intended value
CHANGE	The desired state of affairs has been achieved
PROBLEM SOLVING	The problematic state of affairs is a thing of the past

NOW-TO-NEW PROJECT MAP

DOWNSTREAM VALUE MAXIMISATION IS EMPHASISED THROUGHOUT →



OPENNESS
IMAGINATION
CONCEPTUALISATION
LOVE
MATERIALISATION
REALISATION
GROUNDEDNESS

NOW

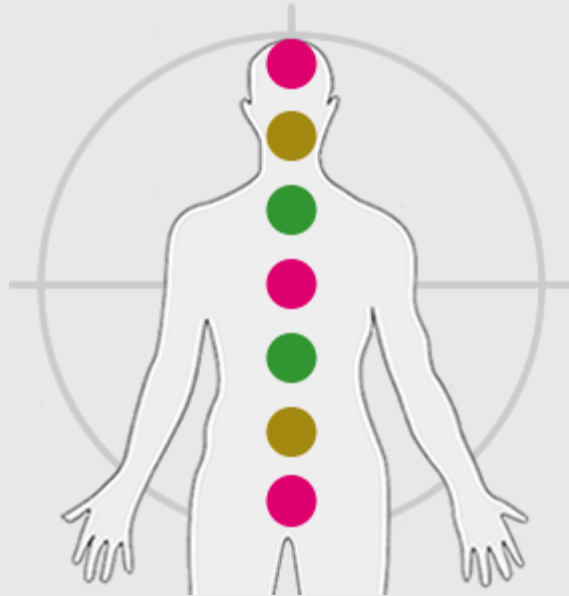
NEW

THE NEWCREATOR'S SEVEN POWERS



This map is for innovation projects.
A separate map will cover problem solving and change projects.

JACK MARTIN LEITH



THE GREAT CREATOR

**TRANSCEND THE MUNDANE.
IMAGINE POSSIBILITIES.
CREATE THE GREAT.
ENRICH THE WORLD.**

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