

THE EMBODIED NOW-TO-NEW MODEL

Transcend the mundane

Imagine possibilities

Create the new

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 imagining possibilities, finding ways of moving from the current situation (Now) to what's needed instead (New) and generating extensive or exceptional value.

To the now-to-new wayfinder, value is *experienced* benefit. The beneficiaries could be family members, work colleagues, community groups, business customers or the world at large.

The now-to-new wayfinder creates the new in the workplace, such as 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

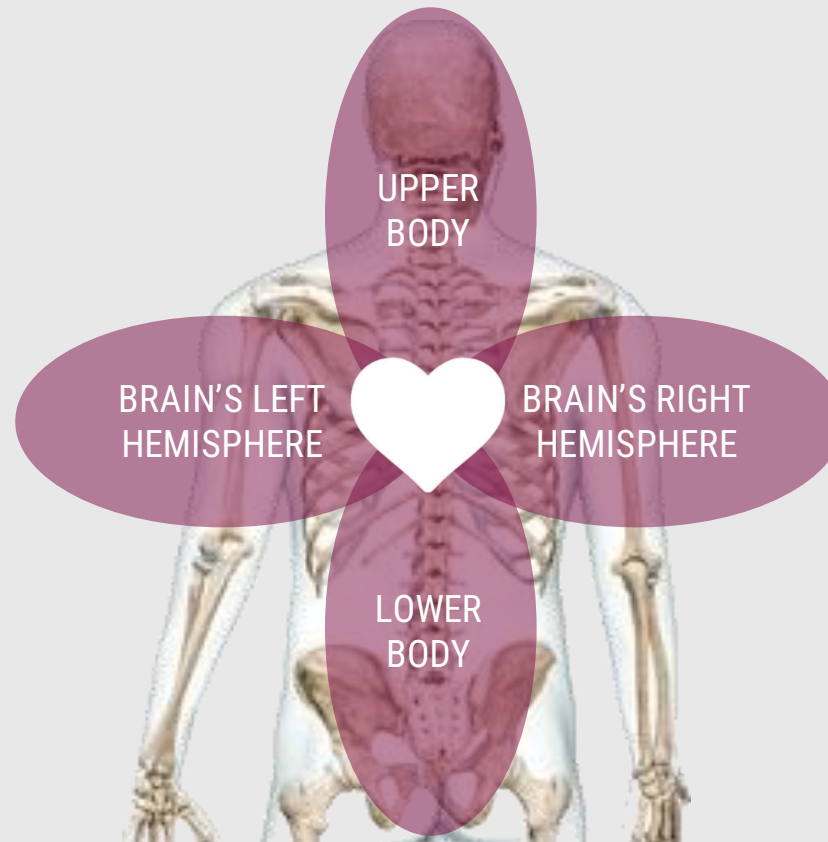
Our species is the only creative species, and it has only one creative instrument, the individual mind and spirit of man.

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.

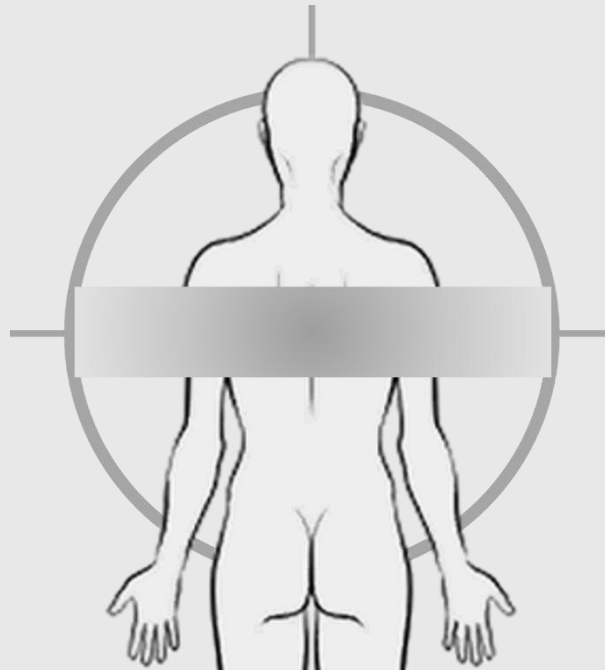
THE WAYFINDER'S EMBODIED MODEL

Bare bones. Seen from rear.





THE WAYFINDER'S MIND

Horizontal plane



In this group of slides:

	<p>Desirable attribute when in tandem with counterpart</p>
	<p>Undesirable attribute</p>

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

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

MUNDANE WORLD

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



PRIMAL WORLD

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

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



MUNDANE

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

PRIMAL

The map



The territory

**Sees an isolated
tree in detail**



**Sees 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



Living in faith

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.

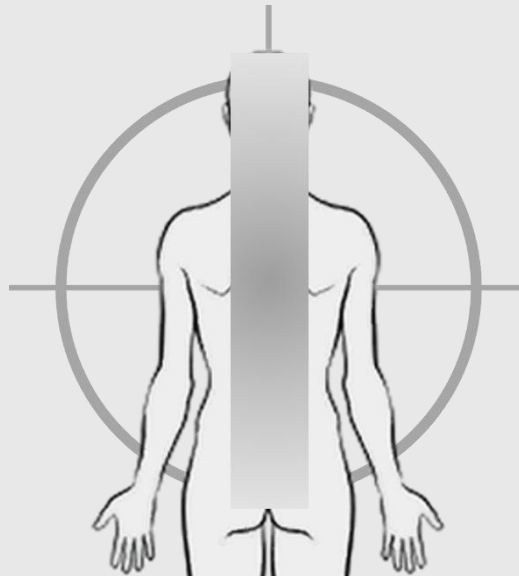
Natural imagining.

Each has a part to play.

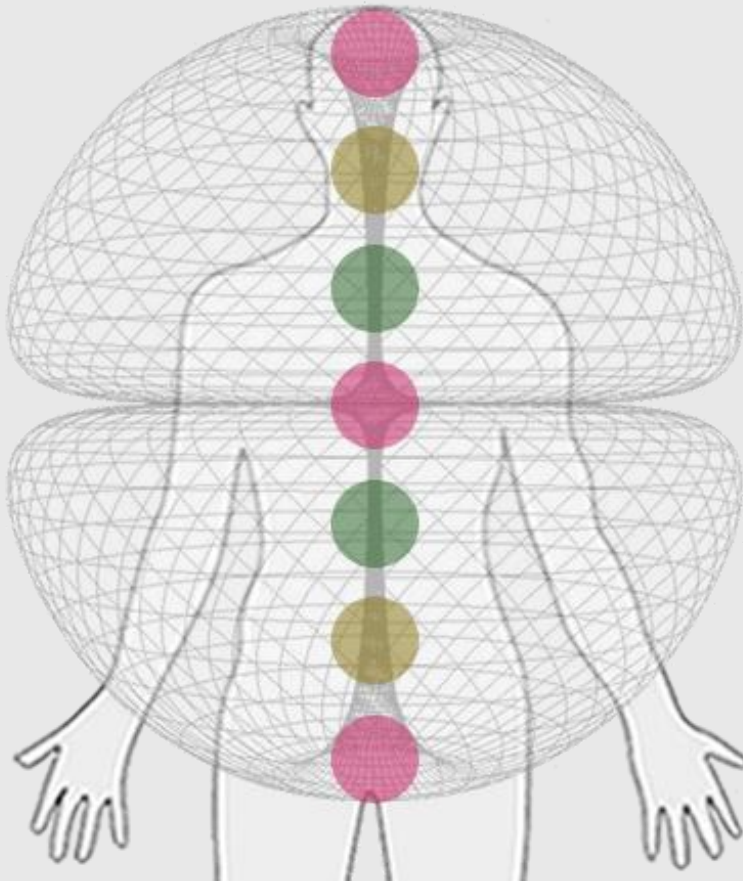
Primal world is not the place to be
when completing your tax return or
shopping for groceries.

THE WAYFINDER'S BODY

Vertical plane



THE WAYFINDER'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 that will generate the imagined value
Love	Heart	Experiencing an ever-present desire to enrich the world – ‘Heaven’ + ‘Earth’
Materialisation	Solar plexus ³	Giving the creation tangible form and introducing it to the world at large
Realisation	PC muscles ⁴	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. Situated below the diaphragm and above the navel.
4. The PC (pubococcygeus) muscles are what we use to control urine flow.

THE SEVEN POWERS COMBINE TO FORM THREE SUPERPOWERS

IMAGINE WHAT
COULD BE

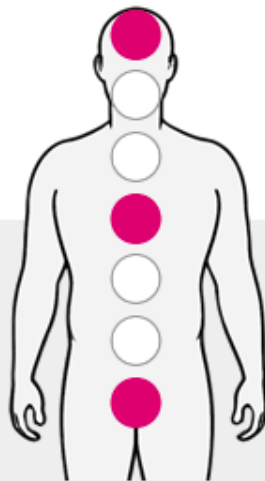
POSSIBILITY

NONMATERIAL
REALM

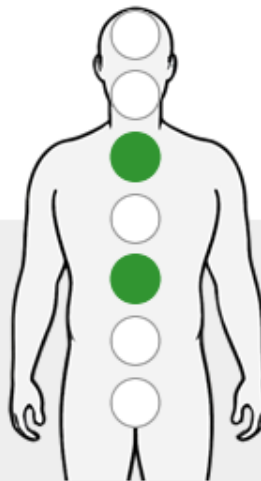
MATERIAL
REALM

ACTUALITY

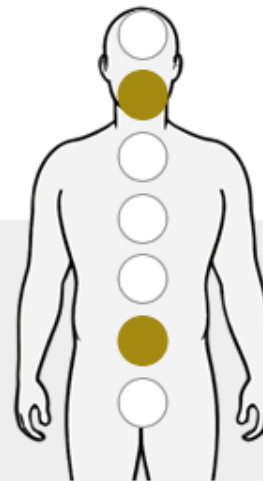
BRING IT INTO
BEING AND
REALISE ITS
POTENTIAL



TRANSCEND
THE MUNDANE



CREATE
THE NEW



ENRICH
THE WORLD

OPENNESS

IMAGINATION

CONCEPTUALISATION

LOVE

MATERIALISATION

REALISATION

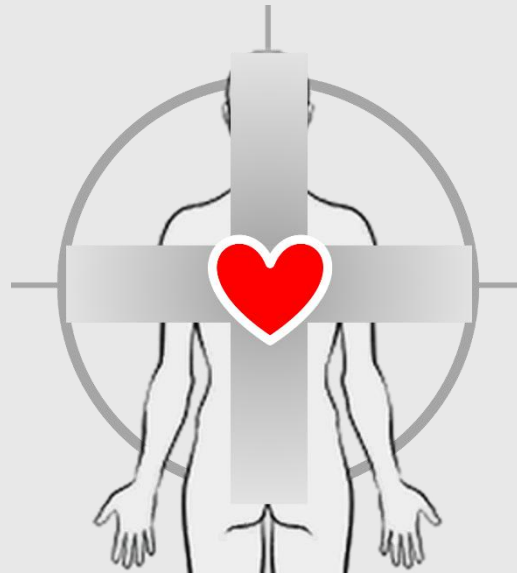
GROUNDEDNESS

SEVEN POWERS

THREE SUPERPOWERS

THE WAYFINDER'S SPIRIT

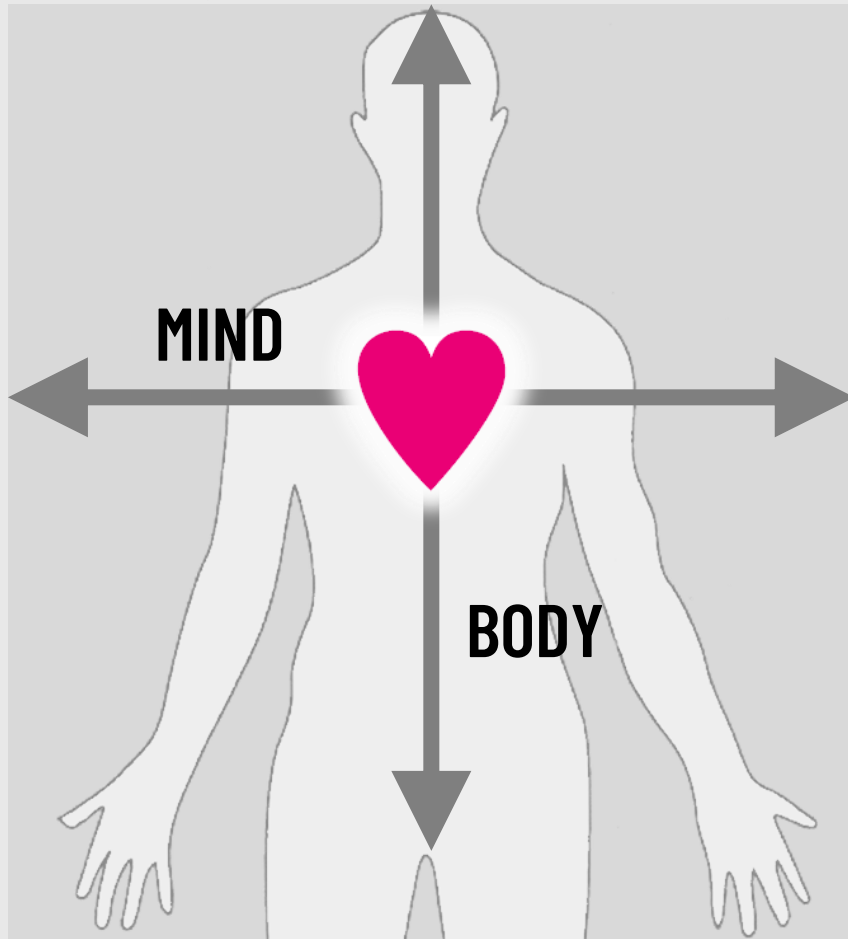
Intersection of horizontal
and vertical planes



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

Now-to-new wayfinders 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.**

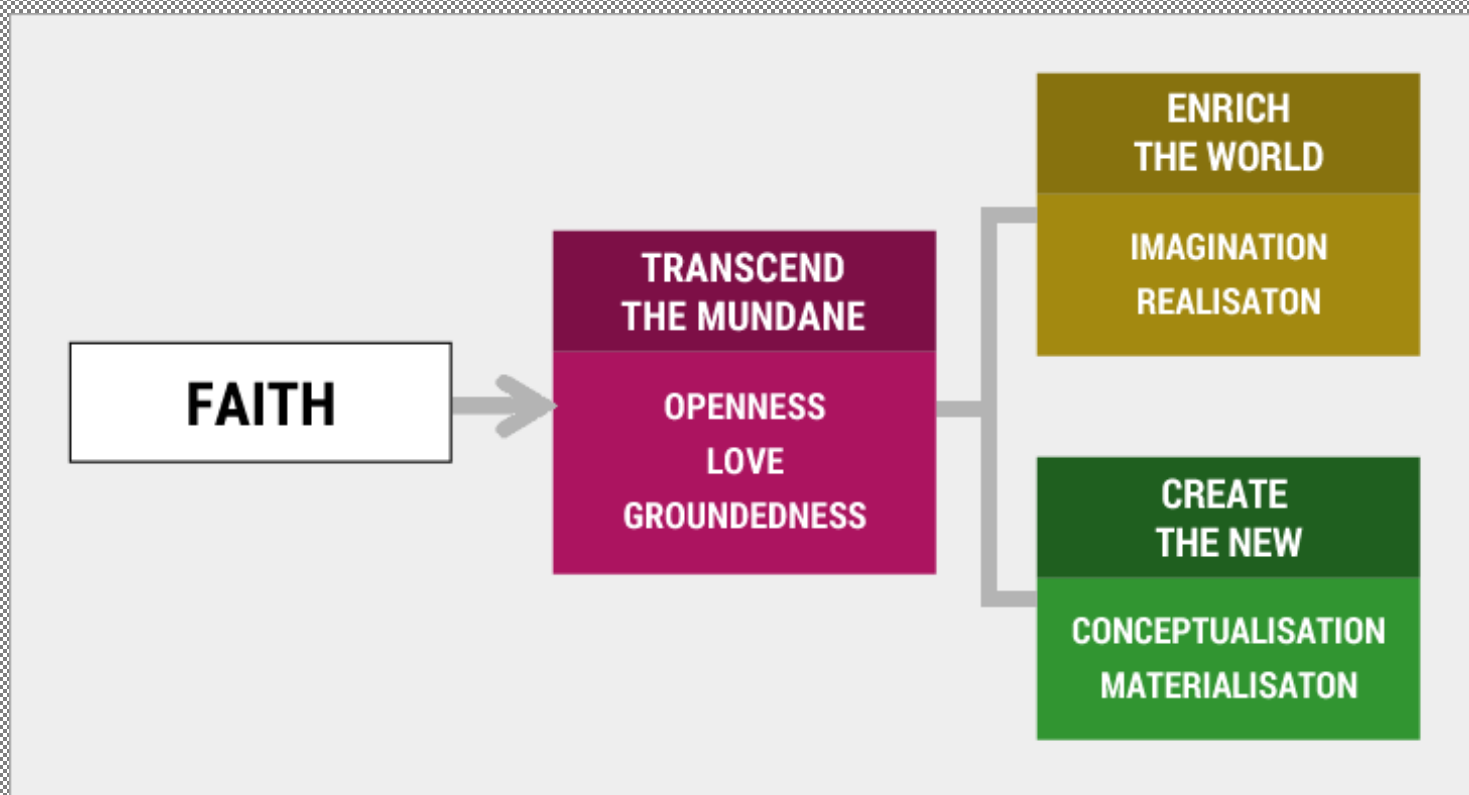
FAITH IS PARAMOUNT

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 NOW-TO-NEW WAYFINDER

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

Jack Martin Leith | jackmartinleith.com

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