

[P] Infinite Shelter - Task #2720

Illustration, Storytelling: A "cemetery" location, to be able to leave things there.

2022-10-17 09:58 PM - victor piousbox

Status:	New	Start date:	2022-10-18
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	2D Content	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>If you want to leave something behind, maybe because it's dragging you down, but it follows you around and you just want to get rid of it - well, you need a cognitive device, a trap of sorts to catch the thing you want to get rid of, and hold it - so that you can run away, or go about your life, or anything.</p> <p>Well, you are in luck - we have just the trick, just the trap for that. Behold, the cognitive trap!</p> <p>Here, you can leave the things that you want be left behind. Write them down, burn the pictures, or NFT the pictures and then burn the NFT's - whatever you need to do to make a mind-thing capturable and trashable. This is the Cemetery - the place of deliberately discarded thought objects.</p> <p>Your cemetery is only visible to you. We don't encourage cemetery sharing.</p>			

History

#1 - 2022-10-17 09:58 PM - victor piousbox

- Project changed from Wasya Co to [P] Infinite Shelter
- Category deleted (Eng - Infiniteshelter_com)

#2 - 2022-10-17 09:58 PM - victor piousbox

- Subject changed from I need a "cemetery" location, to be able to leave things there. to A "cemetery" location, to be able to leave things there.

#3 - 2022-10-17 10:03 PM - victor piousbox

- Subject changed from A "cemetery" location, to be able to leave things there. to Illustration, Storytelling: A "cemetery" location, to be able to leave things there.

#4 - 2022-11-26 01:09 PM - victor piousbox

- Category set to 2D Content