

# CREALISM

## MATRIX OF DIFFERENCES<sup>1</sup>

Paradigm <sup>2</sup>	REALISM	MODERNISM	POST-MODERNISM	CREALISM
<b>Reality</b>	-Objective -External	-Subjective -Internal	-Simulacra* -Hyper-reality	-Creality (Men created reality)
<b>World</b>	-Solid	-Liquid	-Vapour	-Plasma**
<b>Sphere</b>	Socio-sphere	Psycho-sphere	-Simulation -Manipulation	-Creation (Material, Spiritual, Social)
<b>Man</b>	-Homo faber* -Socius*	-H. ambiguus* -Perplexus* -Urbanus*	-H. trico* -Consumptor* -Loquax* -Phallax*	-H. creator* -Vertator* -Ludens et Prudens*
<b>Social Ambient</b>	-Neo-polis** -Civitas terrestris* -Urbanization -Class	-Metro-polis** -Waste Land -Modernization  -Elite	-Skeno-polis** -Pseudo-polis -Nomadism  -Mass	-Andro-polis** -Neuro-polis** -Noemadism** -Global/Local -Person
<b>Development History/Past</b>	-Continuity/ Progress -Hic et nunc* -Diachrony -Historisation of Myth	-Discontinuity  -Juxtaposition -Synchrony -Mythisation of History	-End of History/ Metahistory -Epistemic Relativism -Achrony/Chaos -Logocentrism -Poetization of History	-R/Evolution -Re-creation -Plasticity vs. Elasticity -Paghos vs Pathos** -Present, Past, Future
<b>Document</b>	-Veracity  -Factio*	-Viscosity  -Fictio*	-Vacuity/ Seduction -Fractio*	-Versatility -Re-production -Frictio*
<b>Poetics Semiotics* (EIKON/ SYMBOL) **</b>	-Eiskon** -Kanon** -Illusion	-Index* -Allusion	-Idol* -Code -Kenon** -Elusion	-Virtex* (Project-Disject- Conject-Traject- Adject-Inject*)

<sup>1</sup> The *Matrix* (composed and exposed publicly 1991) just *illustrates* and *indicates* problems and orientation thoroughly elaborated in *CREALISM-Paragon*. To avoid possible misunderstandings the interested reader might wish to consult the *Paragon* or my book *CREALISM – From Proteus to Prometheus*.

<sup>2</sup> Paradigms infer different tendencies of the same or similar orientation: REALISM (realism, naturalism, verism, neo-realism...); MODERNISM (impressionism, expressionism, surrealism, imagism, vorticism, existentialism, abstract art...); POSTMODERNISM (art of the post-industrial society); CREALISM (my and similar approaches to the life, art and creation).

				<b>-Virtualism (virtual REALITY vs. real VIRTUALITY)</b>
<b>Art</b>	<b>-Tauto** -nomy -Content</b>	<b>-Auto-nomy -Form</b>	<b>-Ate** -nomy -Performance -Surfiction -Manierismus</b>	<b>-Auto-gnomy** -Vertatio* -Poiesis**</b>
<b>Author</b>	<b>-Auctor*</b>	<b>-Scriptor*</b>	<b>-Jongleur (Author's death)</b>	<b>-Composer</b>
<b>Story</b>	<b>-Thema** -Hrema**</b>	<b>-Haema**</b>	<b>-Lema** -Trema**</b>	<b>-Plectema* -Composition</b>
<b>Narration</b>	<b>-Linear</b>	<b>-Circular</b>	<b>-Laceral</b>	<b>-Digital</b>
<b>Hero</b>	<b>-Proto/Type</b>	<b>-Persona*</b>	<b>-Phantom -Marionette</b>	<b>-Person -I/We</b>
<b>Language</b>	<b>-Vernilis* -Verilis*</b>	<b>-Idiolect</b>	<b>-Chiffre</b>	<b>-Vernalis* -Versalis*</b>
<b>Commitment</b>	<b>-Moral</b>	<b>-Aesthetic</b>	<b>-Spectacular</b>	<b>-Poietic</b>
<b>Artist's role &amp;Action</b>	<b>-Tribune -Ob-versio* -Associatio*</b>	<b>-Vanguard -In-versio* -Dissociatio*</b>	<b>-Cult/Narcosis -A-versio* -Enervatio*</b>	<b>-Inductio* -Sub-versio* -Inervatio*</b>
<b>Vocatio*</b>	<b>-Ad-vocatio*</b>	<b>-E-vocatio*</b>	<b>-A-vocatio*</b>	<b>-Pro-vocatio*</b>

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