

MRW
-stod
-er?

5.12.22

published in celebration of the first 1000
patrons of THE SPIRITED MAN Patreon page.

Authentication



I #

enIS

WkY
both
er?



zine

#1

9.26.09

NYC

THE LITTLE FAT GIRL IN OHIO

"To me, the great hope
is that now these little

8 millimeter video recorders

and stuff around — some —
just people who normally wouldn't
make movies are gonna be making
them. Suddenly, one day some

little fat girl in Ohio is gonna
be the New Mozart. You know,
and make a beautiful film with her
little father's camera ^{records and} for once the so-called
little professionalism about movies
will be destroyed forever, and it will
become an art form.

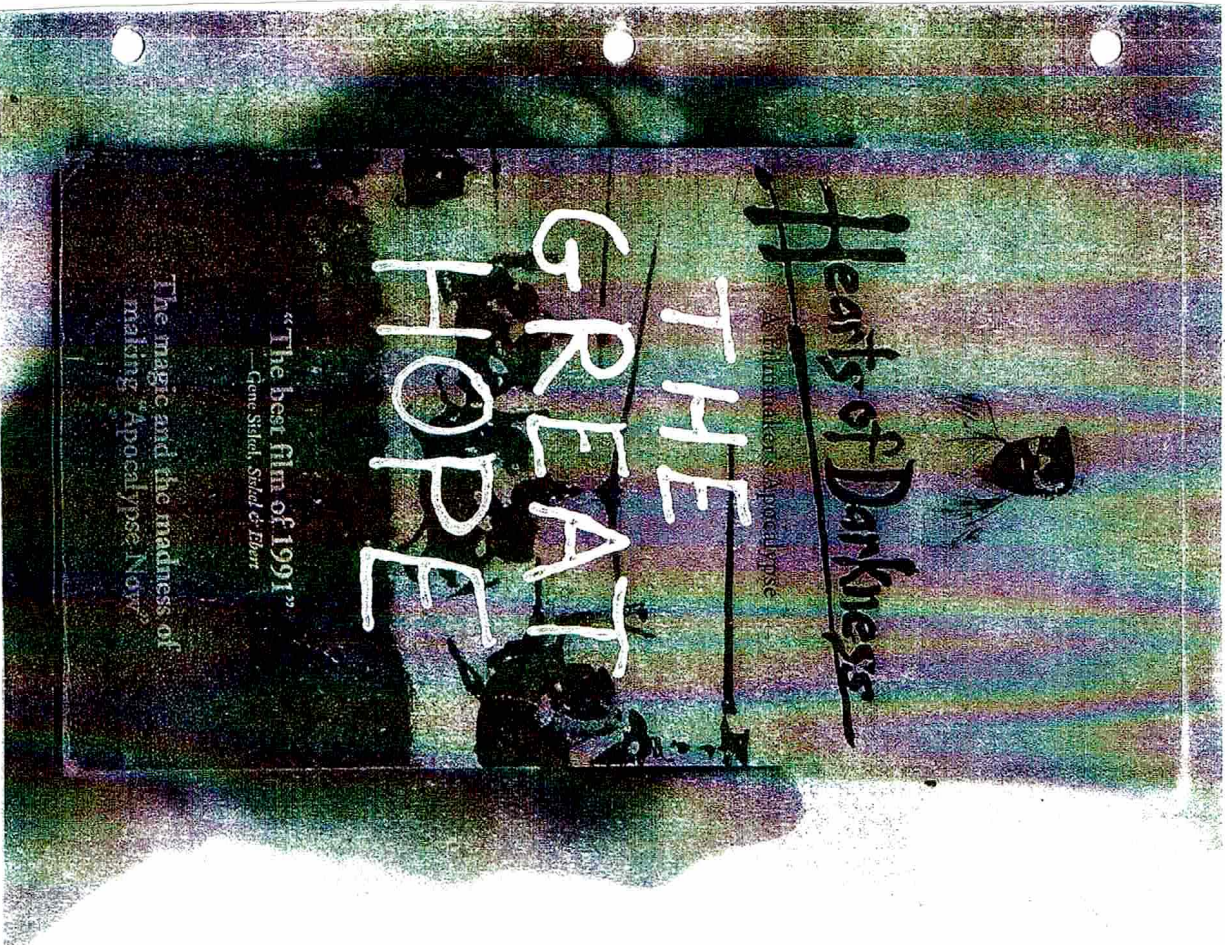
— Francis Ford Coppola, 1991

4.15.22 |

T.C. |

Let's assume you're starting from scratch.





And maybe when we combine a little bit of pretending and a lot of struggle, we can successfully navigate our Hero's Journey and bestow upon our people the Ultimate Boon.

Your THING might not be your career. But it might be. Here's a little diagnostic we came up with that might help you.

1. Your thing has an addictive quality.
2. Your thing feels like play, like crime.

3. Sometimes you blow off people or responsibilities when practicing your thing.

4. Your thing forces you to learn. Eventually you must strengthen your weaknesses in service of your thing. I am organized, punctual, and frugal because I was once disorganized, spacey, and a spendthrift, but my thing would not tolerate these weaknesses.
5. When you first start doing your thing, you pay to do your thing.
6. About every 30 days or so, some unexpected force or phenomenon encourages you to keep doing it.

* I have stolen these clues from a project Tom Sachs and I are working on, and will suffer consequences in giving them to you. Respect the sacrifice.

It's going to suck.

Yes, there will be moments where it feels euphoric, but this task, of finding then living a life by your talent is going to suck.

Have you seen the Tony Hawk documentary yet? Tony Hawk is the quintessential Gen-X'er. He might be my generation's first hero because he was so young when he did what he did. His sport embodied the virtues particularly lauded by my generation. Mainly toughness, individuality, bravery, originality, fortitude. What he did was become a world champion when he was a kid.

But it was not fun. It was not enjoyable. Happiness was not the point. It took him 12 years, 12 YEARS! to stick the 900, and they were not the good years. Those years sucked. He could not stick the 900, he had to build himself into the person who could stick the 900, and building yourself into the person who can do the thing you want to do sucks, because you can barely do it.

But struggle is what we're built for.

Humans are built to struggle. Take away the struggle and we'll create struggle. We'll make messes, we'll get ourselves addicted to drugs.

Freedom, western freedom, is the right to choose your struggle.

American freedom, while it lasts, is the freedom to pretend.

Maybe you've got a camera, laptop and Final Cut Pro, but everybody's got that, so, in relation to everybody, you're starting from scratch.

Get used to it.

You think you want to be a film maker for money or some other kind of maker for money. A writer, maybe, or an actor. A "creator," in the parlance of our time.

If you are set for life financially, I don't think I'm talking to you. I don't think we live in the same world. I would not have learned the lessons these zines attempt to impart had I not, all my life, struggled to pay my bills. Struggled, financially, to live in a manner in which I yearned to live. My motivation has been money and status, because I am a human being, and human beings strive for money and status.

It was not until I was over 40 that I realized that my motivation was money and status. I thought my lack of money and status was because I was "pure." I had been told that if I did what I loved, the money would be automatic. No wash.

I, too, was seduced by the story of Cormac McCarthy, typing away on his Letterman 32, broke for all those years, wives leaving him. Broke, broke, broke. But you know why we know that story? Because McCarthy has money and status now, so we read his books.

I don't know where this "starving
 artist" archetype began. Maybe
 Van Gogh? You want to live like
 him? No you don't. Cold, hungry,
 damp and humiliated all the time.
 Go check out his letters if you
 don't believe me, go check it out!

Somewhere, David Lynch dispells what
 he calls the "starving artist in the
 garret" myth. Says that the artist
 does his/her best work when they're
 in a sound place. True for me.

CHAPTER IV

The Keys

THE ADVENTURE CAN BE SUMMARIZED in the opposite diagram.

The mythological hero, setting forth from his common-day hut or castle, is lured, carried away, or else voluntarily proceeds, to the threshold of adventure. There he encounters a shadow presence that guards the passage. The hero may defeat or conciliate this power and go alive into the kingdom of the dark (brother-battle, dragon-battle; offering, charm), or be slain by the opponent and descend in death (disembowment, crucifixion). Beyond the threshold, then, the hero journeys through a world of unfamiliar yet strangely intimate forces, some of which severely threaten him (tests), some of which give magical aid (helpers). When he arrives at the hand of the mythological round, he undergoes a supreme ordeal and gains his reward. The triumph may be represented as the hero's sexual union with the goddess-mother of the world (sacred marriage), his recognition by the father-creator (father atonement), his own divinization (apotheosis), or again—if the powers have remained unfriendly to him—his theft of the boon he came to gain (bride-theft, fire-theft); intrinsically it is an expansion of consciousness and therewith of being (illumination, transfiguration, freedom). The final work is that of the return. If the powers have blessed the hero, he now sets forth under their protection (emissary); if not, he flees and is pursued (transformation flight, obstracle flight). At the return threshold the transcendental powers must remain behind: the hero re-emerges from the kingdom of dread (return, resurrection). The boon that he brings restores the world (elixir).

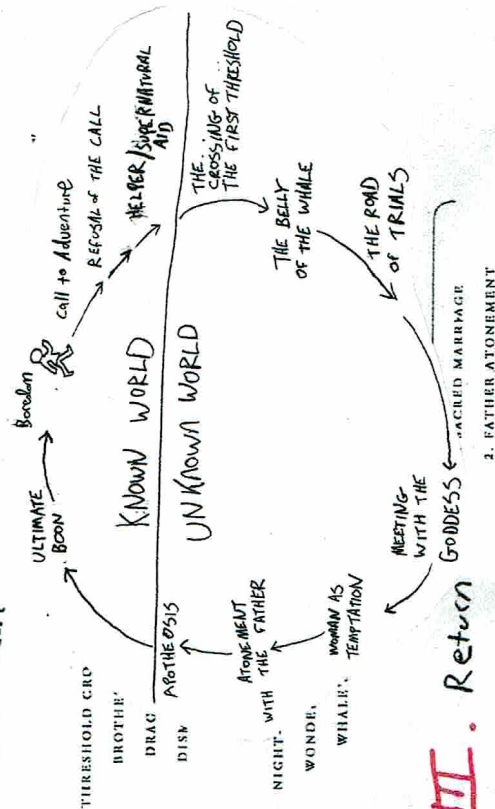
I. Departure

1. The Call to Adventure
2. Refusal of the Call
3. Supernatural Aid (Supernatural)
4. The Crossing of the First Threshold
5. The Belly of the Whale

II. Initiation

1. The Road of Trials
2. Meeting with the Goddess
3. Woman as the Temptress
4. Atonement with the Father
5. Apotheosis
6. Ultimate Boon

The HERO'S JOURNEY



III. Return

1. Refusal of the Return
2. Magic Flight
3. Rescue from Without
4. The Crossing of the Return Threshold
5. Master of the 2 worlds
6. Freedom to Live.





2:25 / 8:08

Man

latter?

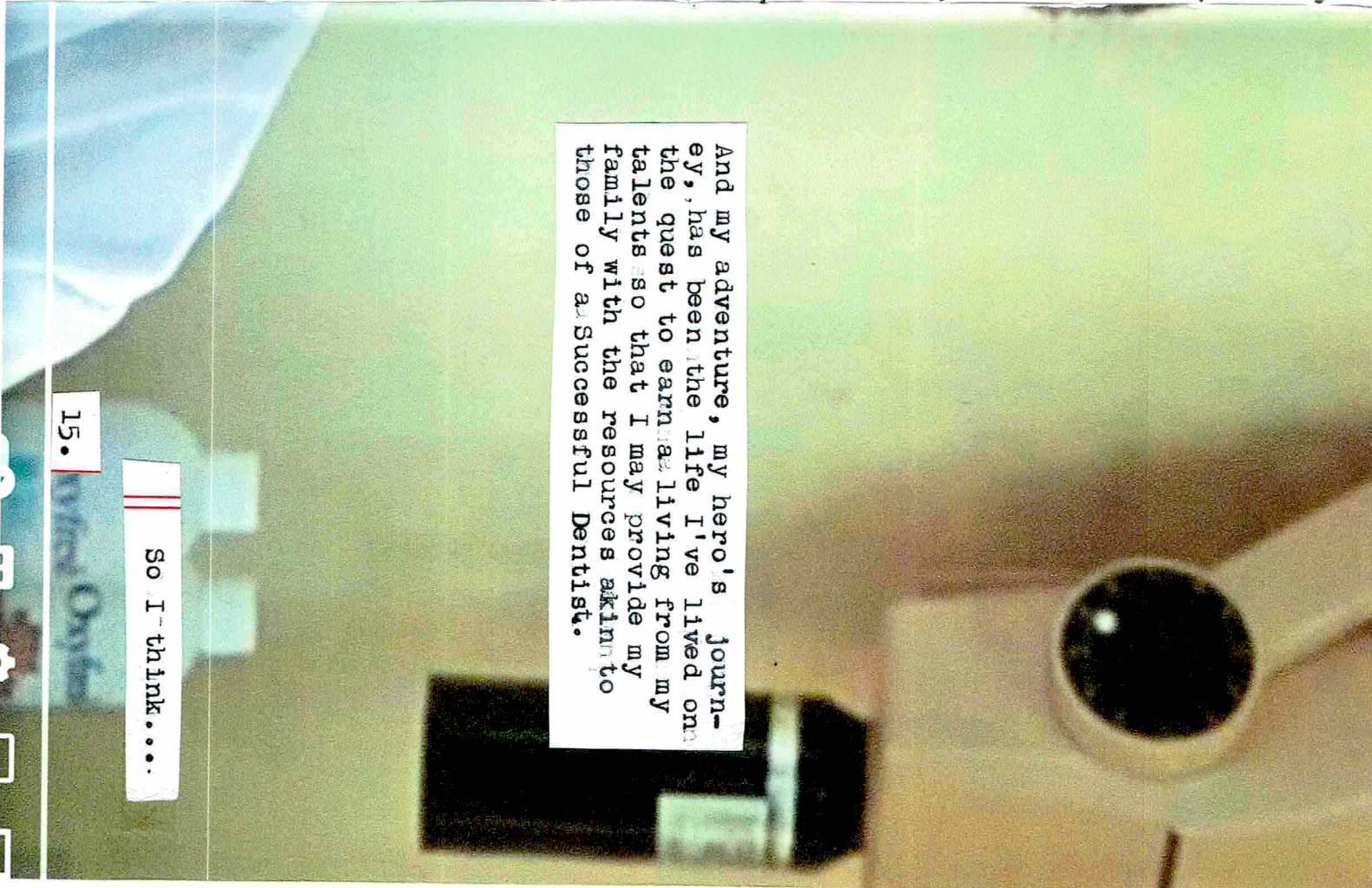
5, 2021

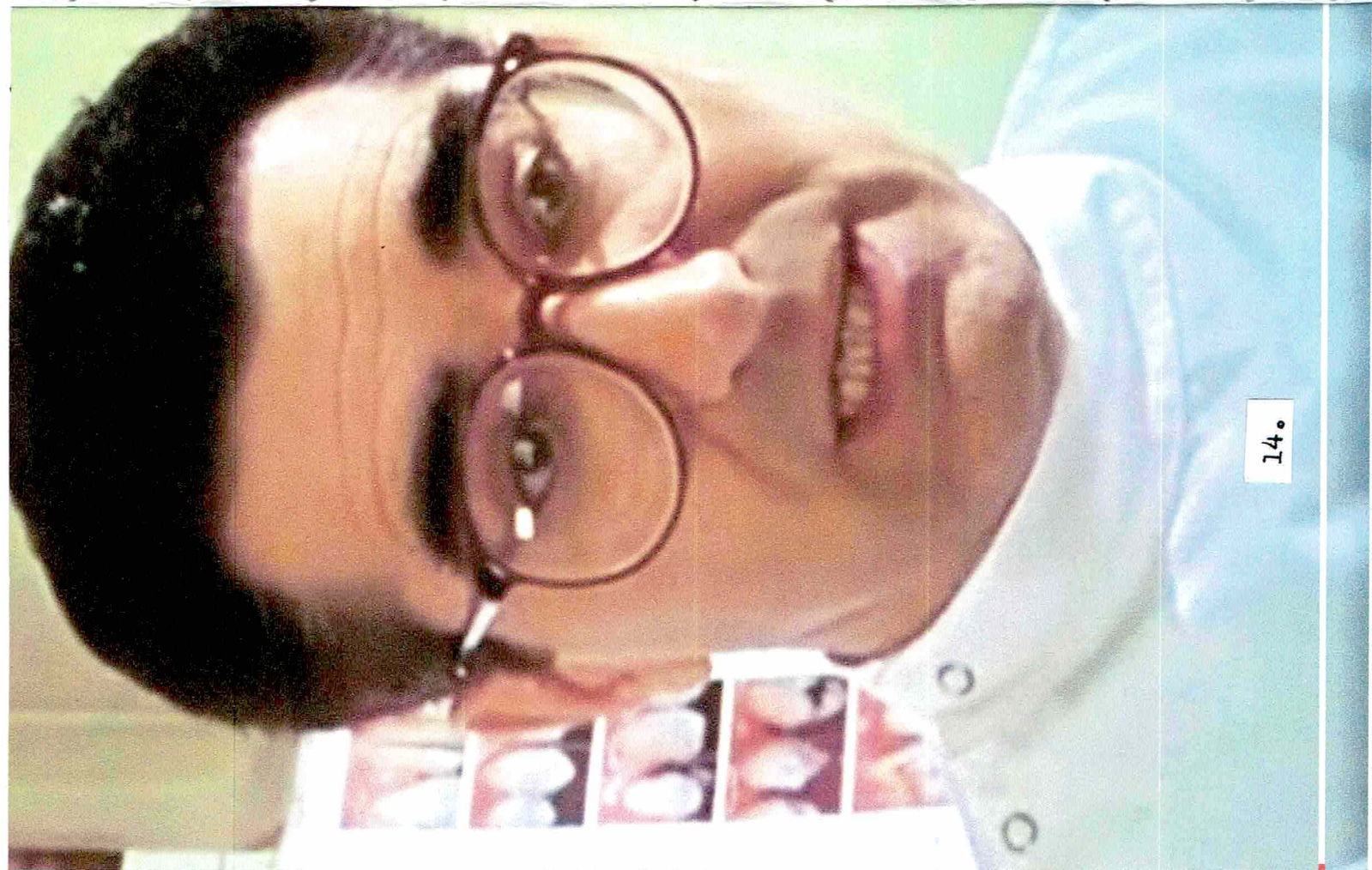
6.

And my adventure, my hero's journey, has been the life I've lived on the quest to earn a living from my talents so that I may provide my family with the resources akin to those of a Successful Dentist.

So I think....

15.





14.



first thing I do when i'm trying to get my thoughts together on paper, like now, is to heat up the room, or cool it down, and organize it so it's free from clutter, and looks beautiful.



23K DISLIKE SHARE CLIP SA

7.

The hero busts his/her his ass to the point where it nearly kills him/her.

The hero learns truth.

The hero is tempted away from his/her path.

The hero connects with his/her society.

The hero reaches his/her highest point of development.

The hero bestows upon his/her people THE ULTIMATE BOON. ("BOON" means "thing that is helpful.")

That's it. That's the point. That's the "why are we here?" Our purpose is to bestow boons upon our people.

What's your boon and who are your people?

You probably don't know, or maybe you might think you know. If you do know your purpose, your boon and your people, then you'll find this zine boring.

My boon, Van Neistat's thing that is helpful, is my videos and these lessons.

My people are you.

Find something you love to do. That's the tough part. For me it was the most difficult part of the process, finding THE THING. I knew it was going to be the most difficult part of the process whilst I was going through it. Took me forever. Took me till 25 years old to find it. Took me till 26 years old to consider it THE THING.

The reason it's so difficult is because finding THE THING is not a rational process. You don't find it with your intelligence, you find it with your foolishness, but you guide it with your intelligence. You lead your dream as much as you follow it.

Dream ain't the right word. The right word is "purpose." You're trying to find your purpose. You might not know your purpose because you might not have experienced your blunder. Your foolish decision that set you on your Hero's Journey.

The Hero Myth is the story you're attempting to live. The hero myth is the oldest story and the most important story. All of your favorite movies are Hero Myth stories.

The hero myth story is basically this:

A bored hero (you) is called to adventure through an unforeseen blunder.

He/she don't want to go on the adventure because it's scary.

He/she meets a helper who assists him/her on the journey.

You need no instruction on how to make a video and upload it to youtube. That's not why you're here, reading this. You want to know the trick, the secret.




"What's the secret, Max?"

"The secret?"

"Yeah, well, you seem to have it pretty figured out."

10.



"The secret, I don't know... I think you just gotta find something you love to do and do it for the rest of your life."

11.