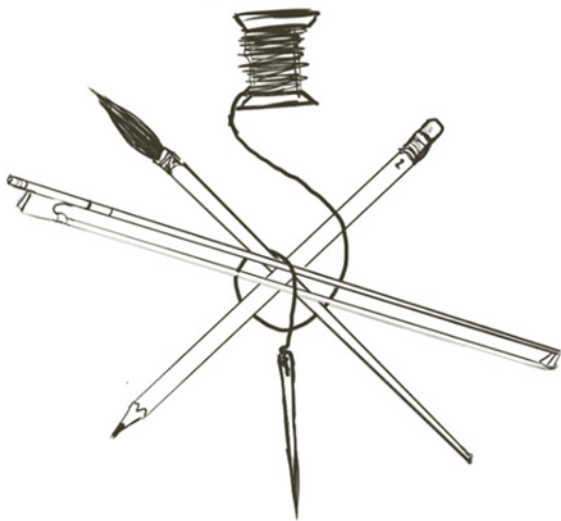


FREE

**CREATIVITY
SURVIVAL
GUIDE**



Taste outruns skill!

Succeeding at creating only teaches you how to make what you made.

Completing a failed attempt teaches you so much more about what to avoid.

*So if you want to improve...
Fail often. Fail Quickly.
Keep trying.*



Your taste is why your work disappoints you. A lot of people never get past this phase, they quit.

- IRA GLASS

Good ideas are a habit

*They say there are
"no bad ideas in a brainstorm"
but we know that's not true.*

*The truth is that the reaction to a
bad idea can become a chain
reaction that reveals the good idea.*

*If good ideas are one in a million,
start getting the bad ones out.*

*Inspiration usually
comes during work,
rather than before it.*



- MADELEINE L'ENGLE

You are your own muse

Finding inspiration is just pulling a keist on your own consciousness. Fill notebooks or voice recordings with your partial thoughts and observations of anything interesting. Then once a month go back through your records and look for common themes and repeating subjects. Your best ideas are in you, but you have to steal them from yourself.



*A good composer
does not imitate,
he steals.*

- IGOR STRAVINSKY

Trust Your Inner Artist

*Trying to create for the accolades
will rarely get you very far.*

*The joy of playing with ideas will
inevitably lead you to creation.*

*As long as you're then creating
because you need to make a thing
you want but can't find... you'll find
that other folks wanted it too.*

*The most creative people
have this childlike
facility to play.*



- JOHN CLEESE

Your ideas aren't precious!

*Most ideas die in the dark
because the haver is scared.*

*Scared it's not original enough.
Scared of messing up the execution.
or ... worst of all ...*

*Scared someone will steal it.
A creative person's true value isn't
how good the idea they have is.
It's in how their style, identity, and
vision can manifest it.*



*If it's a good idea go ahead
and do it. it's much easier
to apologize than it is
to get permission.*

- GRACE HOPPER

Time Is A Currency

- 1. Make a deadline and tell people.*
- 2. Don't finish early. Use all the time.*
- 3. Schedule a time to review later.*

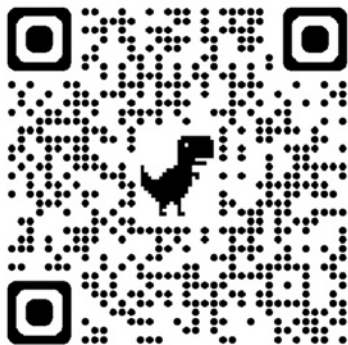
Being accountable to someone else will keep you focused. Using all the time will make sure your good ideas have time to show up. Reviewing later will help you learn for next time.

Sometimes you got to go back to the past, and sometimes you got to stay in the present.

- JANELLE MONAE



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Create - Art - Repeat



STAY THOUGHTFUL,
STAY PLAYFUL, &
KEEP CREATING

Griffin Ess