

CASTLES IN THE SKY



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E. A. "taichara" Bisson
fedi @taichara@turnipheap.loneknight.quest
email khuriya @ gmail
blog <https://taichara.dreamwidth.org>

AND WHY WE NEED THEM

And the impulse of "but it doesn't count
unless you do it" is the return of the
gremlin in the trenchcoat,
here to tell you that unless there's
something *tangible* then there's no *worth*.

**BULL.
SHIT.**

Look, the world *sucks*. Sometimes you don't
have it in you.

And that's *fine*.

The impulse to *Must Do Hobby* is the
productivity gremlin sneaking up in a
trenchcoat and sunglasses while it beats you
with a bag of brainweasels.

Trust me, I know alllll about it.



Productivity is a lie. We all know that part, or we like to think we do – that you don't have to "produce content" to matter.

Hard to remember though, isn't it?

And even if you manage to embrace the shouldn't-need-to-be-radical idea of

** gasp **

MAKING THINGS FOR THE JOY OF IT

But you need to kick the gremlin into the sun. You can't be doing all the things all the time, not even the cool things.



Yeah I know it's hard as hell.

I can't help with that part.

No one needs to Produce to be worthy.

Definitely not for your hobbies, your interests, your sky castles to be worthy.

Be kind to yourself.

(I know it's hard.)

Enjoy your joys.

(also hard; try anyway.)

The world can deal.

They're an escape; they're practice; they're personal entertainment; they're an entire well of creativity spinning in your very own head (and maybe in some doodles or stream-of-words).

Anytime, anywhere.



Especially those.

Daydream and ponder – and hope, and wish.

If you don't build those castles in the sky,
you won't have any blueprints for
constructing a castle later anyway, right?

(or something.)

(some real winners of metaphor in this zine. lol.)



You probably were told what these were
when you were a wee sprog.

These are

DAYDREAMS.

Daydreams are *good*.



the modern world's grip on our sense of
everything can be so strong you fall into
another insidious landmine full of
brainweasels anyway.

"But I want to
write/draw/craft/play/record/create!"

"But I'm not doing it right this second!"

"THAT MEANS I'M A FAILURE"

NO.



And that all leads nearly into the second
secret; what a coincidence!



The second secret is:

*Time spent thinking about
what you like is, actually,
just as creative a use of
that time.*

You know what else is a lie? All that
nonsense about how "just thinking about
doing something is worthless."

I'm going to tell you two secrets that aren't actually secret at all. In fact, the more people that know them and put them in motion, the better.

The first secret is:

Must Do Hobby is just as unhelpful as Produce Content.

a-hem

BULL SHIT.

coughs

Now, I'm not saying never finish a project.
Or start a project!
(Obviously.)

There's a ton of satisfaction in Doing The Thing and Completing The Thing and (more easily) Sharing The Thing.

What I'm saying is –

Not being On all the time is fine.
Even for your hobbies and the things that bring you joy.

Sometimes all you have the time/energy/resources to do – sometimes, all you *want* to do – is mull stuff over.

Play out scenarios.

Ponder.

Contemplate.

Picture what building a project could turn out like.

Spin out story threads in your head, over and over.