Handout 1 Meditation 3: Cartesian Reality

I. BEING/EXISTENCE

- A. Formal Being: ordinary, garden-variety existence; what we might call <u>real</u> or actual existence (as opposed to the kind of existence fictional characters have); God, minds bodies, ideas & shapes all have it; Santa Claus, Zeus & unicorns do not
- **B.** Objective Being: the existence of a thing insofar as it is being thought of or insofar as it is being represented to the mind; objective being is possessed only by ideas
- II. REALITY does not simply mean *being* or *existence*. Being or existence, in both its formal and objective forms, is an all-or-none phenomenon: something has formal/objective being or it doesn't; my desk has formal being, a unicorn does not. Things that exist (formally or objectively) are ranked into different levels of reality. Roughly, reality is a measure of the amount of "thing-ness" something has. Here is a list of the three basic levels (or "grades" or "degrees") of reality something can have, running from greatest to least:
 - A. infinite substance: God
 - B. finite substance
 - 1. minds
 - 2. bodies

C. mode of substance

- 1. thoughts or ideas: idea of my mom, fear of spiders, desire for chocolate
- 2. sizes, shapes, etc.
- III. IDEAS and only ideas have both formal reality (which is always the same: mode) and objective reality (which varies according to the amount of formal reality the objected represented would have if it really, formally existed).
 - A. FR of i(A) = FR of an idea (mode)
 - **B.** OR of i(A) = FR of A if it were to exist

IV. EXAMPLES

FR: the sun FR: unicorn FR: i(unicorn) FR: size of the sun FR: i(sun) OR: i(unicorn) FR: i(size of the sun) OR: unicorn OR: i(sun) FR: i[i(sun)] OR: i(size of the sun) OR: i[i(sun)] OR: sun OR: i[i(God)] OR: size of sun OR: i(God)

V. CAUSAL PRINCIPLES

- A. There must be at least as much reality in the efficient & total cause of x as there is in x.
- B. There must be at least as much FR in the cause of an idea as there is OR in the idea.