

### Platonism

Roughly and crudely speaking, the major ideas in Platonism may be defined thus:

--True knowledge is possible...

--But it is impossible by sense alone since the sense are subject to vacillation...

--Hence the mind siezes on "ideas", transcendent forms which are gripped somewhat intuitively out of the remembering of the soul, a pre-created part of our being...

These ideas or forms have objective existence but are not physically displayed. All that is physically displayed and sense perceived is partial, fragmentary, and perhaps even erroneous in terms of the reality of the form or idea....

--The great universal form is the ONE, we would call it God but in Platonism it is the concept of the universal good. This one is intuitively known and sense perceptions allow us to touch the tangible manifestations of his form but not to know much about him in reality....

--All forms, after the pattern of the One, are unchanged, eternal and fully real...they have objective existence that is, and the physical manifestations witness to that....

--So ultimately values are derived from the perceptions of the forms...what is important is determined by your evaluation of the physical manifestation.

This is, of course, a fairly barbarous presentation of the platonian ideal but it should help you realize what is meant by a "platonian romance"...the poor folk are so involved with the "forms" and not with each other that the association is idealistic rather than concrete. And we humorously note that if one is married, one's sense perceived with is worth about seven thousand objectively unrealized ideas.

### Stoicism

A developed philosophy after the ideals of Zeno (ca 300 BC), it is later expressed well in the Christian era by Seneca (d. 65 AD) and M. Aurelius (d. 180).

Structurally it looks something like this:

--only body exists. Ethereal or "forms" are purely imaginative. True knowledge is empirical and only what is experienced forms a criteria for knowledge and/or meaningful discussion....

--but matter exists in two forms:

...static (mountains, etc.)

...dynamic (living things..trees, etc.)