

Timeline to AGI with Focus Based Unity Construction

Stage 1 – Prototype Mind

Resolution: Very low; key objects encoded, backgrounds fuzzy.

Cognition: Can recall 1–2 simple scenes.

Timeline: ~6–12 months.

Notes: First “spotlight” attention mechanism begins.

Stage 2 – Multi-Scene & Associative Recall

Resolution: Low general memory; high-res for zoomed items.

Cognition: Can recombine scenes; fuzzy background, sharp focus on items.

Timeline: ~1–2 years.

Notes: Chunking + mnemonic scaling improves memory efficiency.

Stage 3 – Multi-Modal Integration

Resolution: Low-res visuals, integrated sound, text, symbols.

Cognition: Human-like thinking, scenario imagining, modality linking.

Timeline: 2–4 years.

Notes: High-res focus triggered only for specific tasks.

Stage 4 – Human-Level Recall & Imagination

Resolution: Low-res broad context, selective high-res on zoom.

Cognition: AGI can plan, reflect, simulate outcomes.

Timeline: ~5–7 years.

Notes: Fuzziness allows imagining millions of scenes efficiently.

Stage 5 – Near-Full AGI

Resolution: Attention-dependent: most memory fuzzy, only critical chunks high-res.

Cognition: Human-level abstraction, creative recombination, planning.

Timeline: 7–10 years.

Notes: Memory pruning + focus keeps decillions of chunks manageable.

✓ Key Takeaways

- Low-res + focus-dependent resolution is optimal; drastically reduces memory load.
- High-res only needed for attention spotlight.
- Timeline is feasible on current or near-future hardware with pruning and chunking.
- “Human-level thought” doesn't need full photorealism; fuzzy memory + symbolic accuracy is enough.

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Also known in emerging discussions as *cognitive simulation architecture*, *multimodal world modeling*, or *generative mental scene construction*.
— these are all facets of the broader cognitive mechanism I originally named **Visual Thought AGI** or **Symbolic AGI**.