What	Why	Who
Utmost	Utmost	Utmost
◆ Enrichment ◆	♦ **Beauty** ♦	▪ Enricher ▪

Beauty regards the World reflecting the Soul.

Utmost Beauty regards the World able to reflect All Souls.

This is Worldbuilding (WdB).

With few resources, a relevant Area is Literature (Lit).

With modern resources, a relevant art is artificial reality.

Artificial reality has seen rapid advances recently.

If current progress rates continue, dependence on extended realities is possible.

Therefore, this art must be engaged with wisely.

Literature

Priced Books:

The Journey to the West by Wu Cheng'en (1592) (tr. Anthony C. Yu)

The Hobbit by J. R. R. Tolkein (1937)

One Hundred Years of Solitude by Gabriel García Márquez (1967) (tr. Gregory Rabassa)

Free Books:

One Thousand and One Nights (~ 8th c. to 14th c.) (tr. Edward William Lane)

A Tale of Two Cities by Charles Dickens (1859)

Alice's Adventures in Wonderland by Lewis Carroll (1865)

The Iliad and The Odyssey by Homer (~ 8th c.) (tr. Alexander Pope, Samuel Butler)

Don Quixote by Miguel de Cervantes (1605, 1615) (tr. John Ormsby)

The First Folio by William Shakespeare (1623)

Anna Karenina by Leo Tolstoy (1878) (tr. Constance Garnett)

Web Resources:

Project Gutenberg, LibriVox, Manuskript

Artificial Reality

Priced Books:

Jon Woodcock (2019), Coding Games in Scratch; Dorling Kindersley Children.

Jesse Schell (2019), The Art of Game Design: A Book of Lenses (3rd ed.); CRC Press.

Free Books:

Al Sweigart (2021), Scratch Programming Playground; No Starch Press.

Richard A. Bartle (2003), Designing Virtual Worlds.

Web Resources:

Scratch, OSGL, Godot, Blender, GIMP