Utmost
Utmost
♦ **Beauty** ♦
Utmost

• Enrichment •
■ Enricher ■

Beauty regards the World reflecting the Soul.

Utmost Beauty regards the World able to reflect every Soul.

This is the Loam of Worldbuilding (`WdB`).

With few resources, a relevant Loam 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.

Foundational to Intermediary

(Literature)

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

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

`OBk`: 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)

(Artificial Reality)

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

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

`Web`: Scratch, OSGL

Advanced

(Literature)

`CBk`: One Hundred Years of Solitude by Gabriel García Márquez (1967)

(tr. Gregory Rabassa)

`OBk`: 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`: Project Gutenberg, LibriVox, Manuskript

(Artificial Reality)

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

`OBk`: Richard A. Bartle (2003), Designing Virtual Worlds.

`Web`: Godot, Blender, GIMP