

What
Utmost
● Enrichment ●

Why
Utmost
◆ Beauty ◆

Who
Utmost
■ 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. Tolkien](#) (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](#)