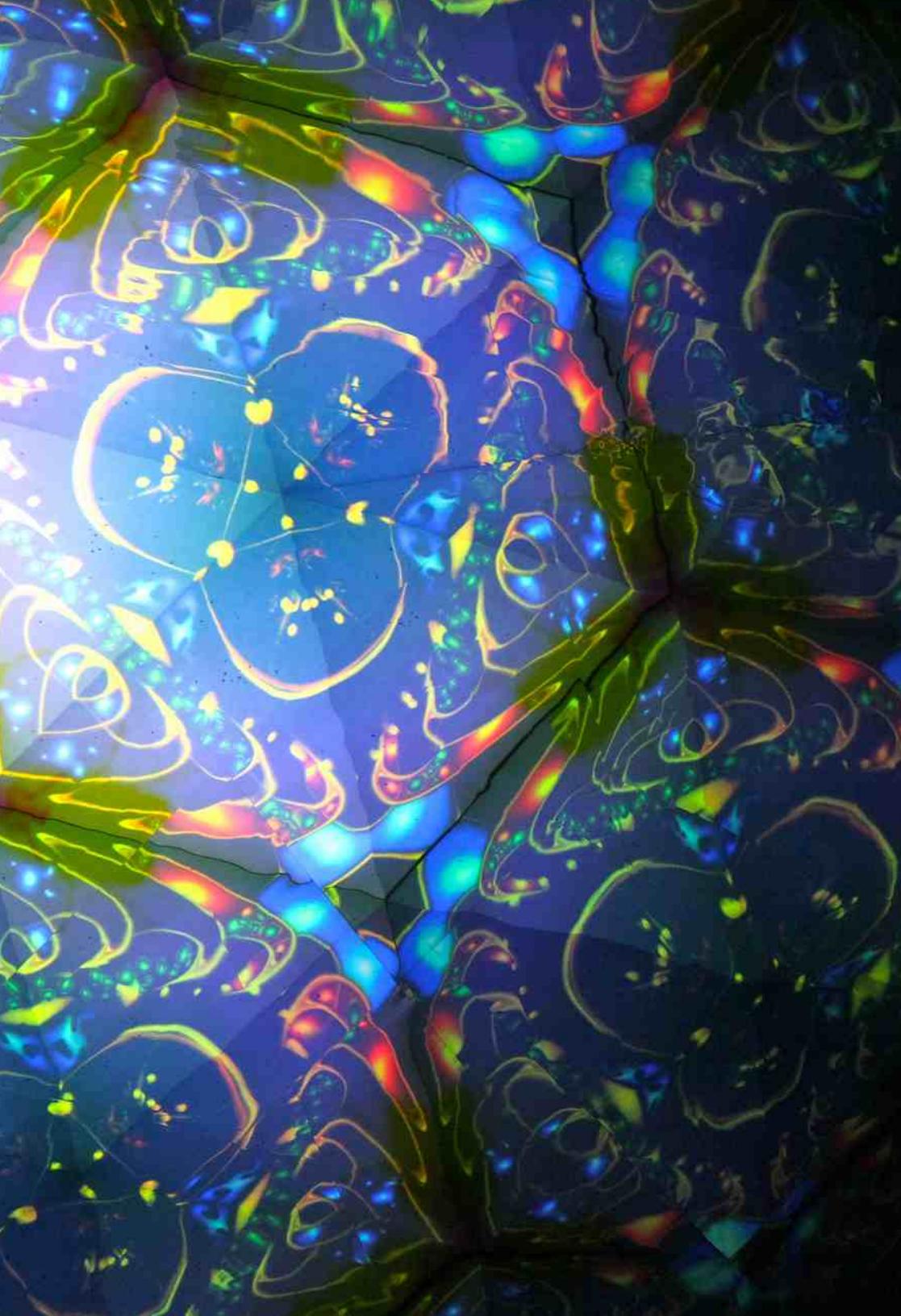


Kaleidoscope

World Bible by Nina Lutz
SciFab 2019



"Art is not what you see, but what you make others see."
— Edgar Degas

Imagine a brave, beautiful new world. Imagine a world **built by artists**. A world with no war. A world of veneration for diversity. A world where form and function are one.

Imagine a **kaleidoscope** of human creativity, emotion, and expression.

This is that world.

History and Context

The year is 2200 by human count, but 1000 years ago mankind set out on a space colonization journey to avoid the death of their home planet. A new world was set out and humanity slept as a fleet set out to it.

Despite coming from a world so divided and inequitable, after years of population control and famine, it was scientists that developed the technology and headed the exodus. Thus, every remaining citizen was transported. And divided amongst the fleet based on utilitarian and meritocratic matrix. There were the agriculture workers, the technologists, the service workers, the teachers, and more.

A lot can go wrong in whilst going across the universe. Mankind knew this. But Earth was a death sentence waiting to happen. On the journey, some ships were damaged and the oxygen and life inside them depleted — an empty corpse of supplies traveling through space. Some ships were destroyed by asteroids. Others stolen by other species. Even more lost power or had other machine failure.

They estimated only half of the fleet to survive at most. In many many simulations only one or two ships survived to the planet.

But the scientists had a theory that dividing factions of people based on their roles and talents on Earth would be best — if only one ship survived to man's new home, that whole ship would be united on a common ground. Each ship had supplies and instructions of course. And each ship had enough genetic diversity to start humankind over.



And so the caravan traveled through the universe. And among these ships was a ship of the artists and entertainers. This was the ship that made it to the new world.

The artists awoke, realizing that they were the only ship on the ground. The others were lifeless — dead, frozen bodies or raided by aliens. They followed the instructions to set up basic shelter and utilize the supplies and scout the terrain. They waited for a few years for the rest of the fleet to arrive. It never did.

The artists realized they were the new inhabitants of this new world. And so, they sought to create a better world than the one they left behind. It was optimistic. It was unlikely. But they were able to do so using the only language they all spoke: the language of beauty. They called this world after the name of their ship that landed upon it: **Kaleidoscope**.

150 years later, **Kaleidoscope is a thriving world.**

SOCIETY



- 1.1** Localized and Social Structure
- 1.2** Government
- 1.3** Economy
- 1.4** Education
- 1.5** Health
- 1.6** Law
- 1.7** Language

1.1: Localized and Social Structure

The society on a higher level could be described as an artistic representative democracy. A self sustaining society of a diverse genetic and subcultural set. Society is sectioned off based on various artistic traits, but these sections intermingle with families spanning multiple skills. While there is some hierarchy within it, there is a universal basic income and an education focused on cultivating skills for a variety of society sections.

The existing sections are listed below. Much of this was practicing art that came from Earth, with some additions and organizations.

Architecture	Illustration	Experimental and Cross Disciplinary
Animation	Language	Art of Society
Body Art and Augmentation	Literature	Art of Health
Cosmetics	Jewelry	Art of Environment
Ceramics	Masonry	Art of Production
Calligraphy	Music	Art of Sanitation
Comedy	Performance Art	
Culinary	Photography	
Installation	Poetry	
Sculpture	Public Art	
Folk Art	Textiles	
Graphic Art	Theatre	
Painting	Video and Film	

New Art

Art of Society

This new art form is the derivation of government in the society. The Art of Society seeks to find beauty in conflict and logistics of society and approach it from an artistic perspective and school of thought through iteration, precedents, and critique. The government structure is explained further in Section 1.3. However it is based off a representative democracy, with similar ideas to some of the more collectivist movements in modern art.

Art of Health

Despite genetic diversity and a variety of advanced medicines, any society needs medical professionals. Various artists recognized this at the beginning of the society and quickly educated themselves in matters of mental, physical, and cosmetic health. These medical professionals not only service to keep the population healthy and alive, but to perform cosmetic surgeries when desired to enhance one's expression of the human form.

Art of Environment

These artists use geoforming tools to build structures with the mountains as well as harness new minerals for expression and use in tools across the society. They also master the art of agricultural products in the land.

Art of Production

In a world that is not industrial but is advanced, the beauty of industrial engineering and design has evolved into an art form that sees ways to amplify the beauty and art making ability throughout society. These citizens design, manufacture, and deploy a variety of devices within different sections of society for a variety of purposes. They are the artistic engineers of Earth but here they are artists of engineering.

Art of Sanitation

Sanitation is one of the most important things in a modern society for health and function. The Art of Sanitation seeks to make beautiful sanitation solutions, such as glass art pieces for human waste, recycling and composting plants that create art pieces when not possible to reuse materials, and create artful robots and tools for people in society to keep their built environments and services clean and running.

1.2: Government



Advisory Council

History Authority

The governmental system of this society is a representative democracy. Every section has two representatives that meet in a representative body. There is an executive committee that has an advisory council. Furthermore there is a History Authority that is in charge of archiving the history of Kaleidoscope and preserving it.

This advisory council are peer elected individuals that focus on Art of Society throughout their careers. They can come from any section but must be at least 40 years of age to serve. This is a voluntary position.

The executive committee has a rotating chair that rotates every other year. The committee is reelected every 5 years. No committee member can serve for more than one term. The executive committee is made up of 3 at large advisors, an agriculture chair, an arts chair, an urban chair, an energy chair, a public good chair, and a public health chair.

The Arts chair utilizes the advisory council to have weekly hearings in terms of transferring works of art for commerce and such. Each is done case by case in dependence of the art and what the artist is trying to purchase.

1.3: Economy

1.3.1 Currency

The currency of this society is a ledger system. The ledger system is done by a unit called an “artifact”. This currency is fully digital and decentralized. But performances and art pieces can be converted into currency by the Arts Chair on the executive committee.

1.3.2 Occupations

While society is divided into sections based on various arts, within and across these sections there are a variety of roles. Some citizens are fully practicing artists, others are in service, education, or other societal trades. This is carefully monitored by the executive committee and advisory council, but overall due to the education systems stress on real world skills and exploration of various trades, unemployment is low and the system is quite balanced.

1.3.3 Universal Basic Income

This society practices universal basic income. Every citizen receives enough currency for housing and basic necessities as well as a modest entertainment budget. The first generation of Kaleidoscope found this extremely important in order to avoid the competitive, resource depleting, and unequal society of Earth.



1.4: Education



The educational system is publicly run. Students attend school for 4 hours a day until the age of 15. Students also often engage in recreational activities within the schools. The schooling is practical and studio based. Much of it is about survival in the world, running a home, running logistics, engineering based science, mathematics, and about art as theory and the history of the old world.

At 15 students enter a rotating apprenticeship program. Students rotate through various apprenticeships with different sections of art or take more advanced classes and apprenticeships towards some of the newer arts that require more technical background.

Full time jobs are expected at the age of 20. At the age of 20 citizens may no longer be apprentices that are funded out of public funds without petition to the council. At the age of 20 all citizens receive Universal Basic Income.

1.5: Health



Practitioners of the Art of Health are fully able to care for the citizens in terms of their physical and emotional well being. Health care is not charged to citizens and is provided in a variety of the sections of the city.

Art of Health practitioners do not partake in research to seek further human enhancement. However they do partake in new plastic and cosmetic surgeries based on various collaborations with different artists and clients.



The reality here is that humans are the same, but we are optically very different solely for expressive purposes.

What happens when our entire form and details of that form become expression? And if conventional beauty is out the window? **What would you look like if you could look however you wanted?**



1.6: Law

The law in this world relies on an anonymous reporting system and a variety of sensors and cameras throughout the city. The police force are rotating and trained from multiple sections.

Punishments are established for most crimes with violent crimes having a peer led trial. While the society does not practice the death penalty it does have life imprisonment sentences.

1.7: Language

There were many translational devices and technologies aboard the ships that facilitated much of mankind's migration. The standardized language of Kaleidoscope is a language that was crafted from the languages on board. It is a mix of over 45 languages from Earth. It is a beautiful, flowing language that also contains rich, sharp sounds for expressions that cannot be put into words.



ART CULTURE

- 2.1** Clothing and Makeup
- 2.2** Religion
- 2.3** Sexuality and Gender
- 2.4** Family
- 2.5** Food and Drink
- 2.6** Art and Entertainment

2.1: Clothing and Makeup

Clothing, fashion, and cosmetics are very important in this world. They are about expression and can even influence social standing as well as courting and other social norms.

It is common for all citizens to wear cosmetics for personal or cultural expression. The gender binary is not at play in this world and cosmetics are not associated with being masculine or feminine. While there are specific cosmetic artists, they often design pieces that are put on the face in multimedia and new formulas and colors for cosmetics themselves. The average citizen is quite skilled with cosmetics.

There are a variety of traditional cosmetic looks in the culture. For marriages, celebrations, and cultural holidays. Cosmetics and the curation and presentation of the face are extremely important for all of these.

For example, in a marriage, many couples will do each others' makeup on the day of their wedding.

Clothing is along the same lines of cosmetics, but much clothing has a variety of functions and modalities for expression and utility. Such as shirts that can display messages for citizens who are in law enforcement or service. Or bracelets that allow communication between partners. There are many norms and signs around jewelry and piercings in various sections. And while no section has a uniform, various sections have clothing styles and accessories that suit them best. Such as gloves that change color and thickness for masons depending on what stones or materials they are touching.





2.2: Religion

There is no official religion in the society. Most of its citizens would be considered agnostic. Religion is strictly separated from the governmental state as well as the education system. There are small factions of religions — both ones from Earth and new ones — that are practiced. However they are not

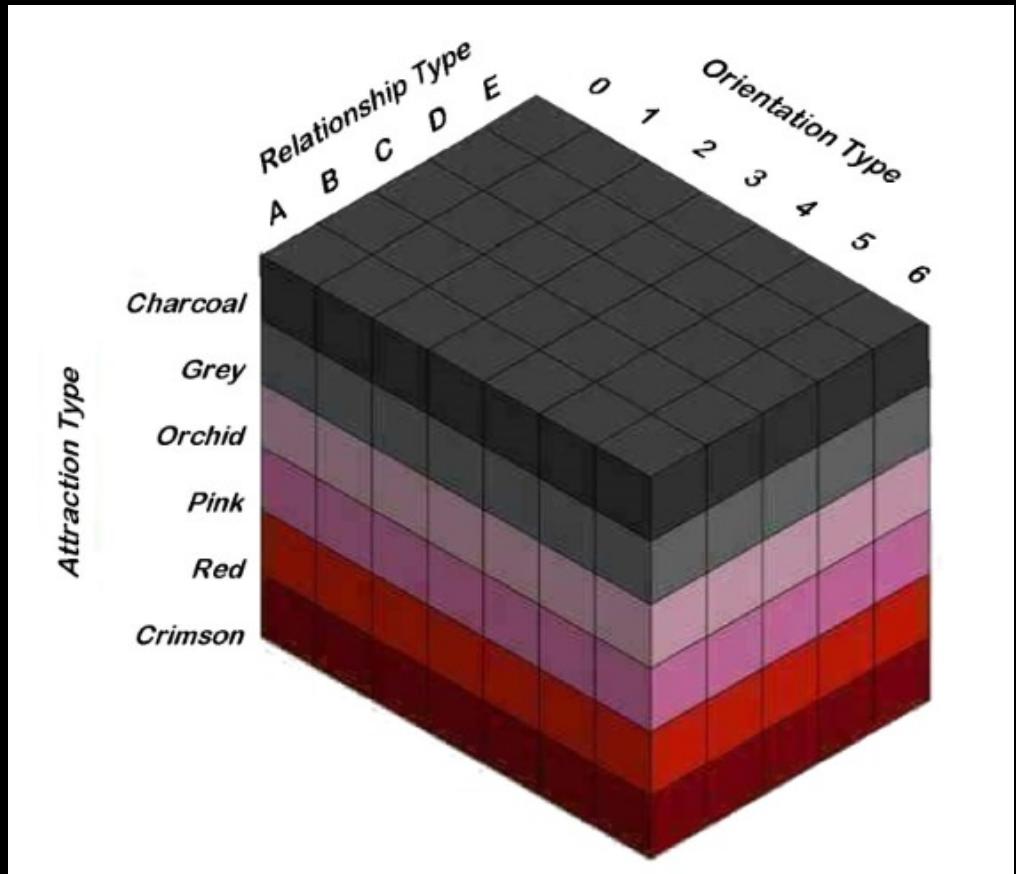


2.3: Gender and Sexuality

There is no gendered language in the Kaleidoscopic language. Pronouns in the language are all gender neutral. There is no reference concepts in the language to gender. There is no concept of gender binary although there are a female and male gender amongst the many gender expressions within the society.

Individuals present themselves in many various ways, as described in 2.1. Performances and handmade gifts are often cultural traditions around courting mates and advancing relationships.

There is rather a large gender and sexuality spectrum. It is best represented in a modified version of what Earth had as a Purple-Red spectrum.





2.4: Family

Families function differently within this culture than much of Earth. Many Eastern values of generational care are present. It is extraordinarily common for grandparents to live at home with their family units.

There are no child maximum or minimum laws and abortion and contraception are free to all citizens who can become pregnant.

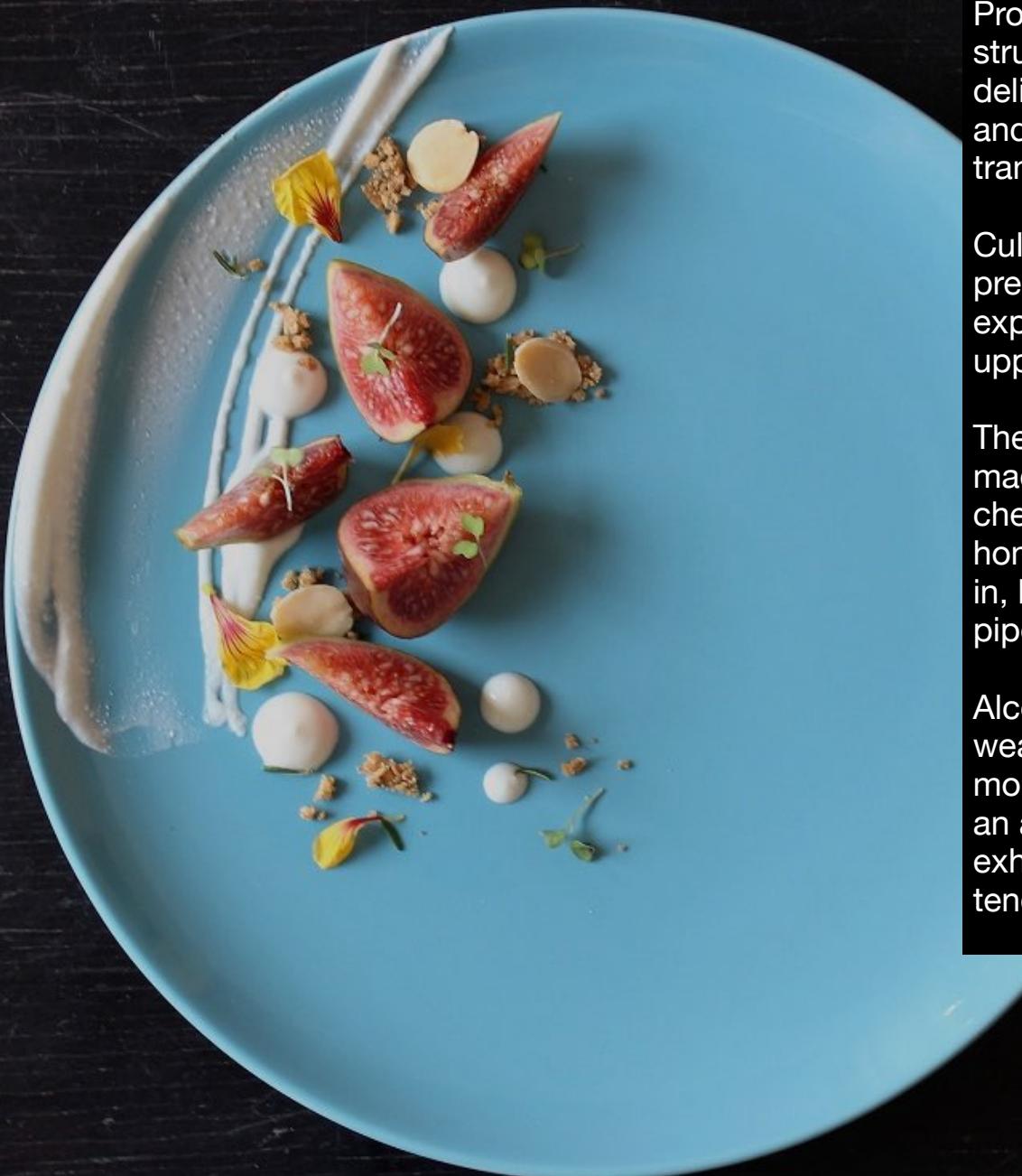
Marriages are only legal between adults. Multiple adults who are all consenting parties can be in marriages together. Children can have more than two legal guardians.

Due to the urban infrastructure, it is not uncommon for multiple families to share homes or apartment complexes with common kitchens and other facilities.

Families are not bound by sectional occupations. Spouses can work in different sections. At least one person in the home must be a member of the section of residence.

Familial traditions often involved artistic displays with children making their parents gifts when they graduate from apprenticeships and spouses making many gifts for each other and the elders of a family. Most families celebrate a version of Day of the Dead described in Section 5.

2.5: Food and Drink



The culinary arts is an important section. In this society, every meal is an art and an experience. Processed and fast foods are nonexistent. Society is structured around a strict eating schedule based on delivery of food from the outskirts where it is grown and on the timing of chefs preparing those transported ingredients.

Culinary artists focus not only on flavor and presentation but scent and new forms and experiences around food. There is still a sense of upperclass and luxury dining, but this is experimental.

The every day citizen does not often cook. Instead pre made meals or meal kits are often purchased from chefs or vendors and assembled and made in the home. Food is an art and tradition that many partake in, but due to regulation of resources, it is more pipelined.

Alcohol does exist on the planet, but it is much weaker than its Earth counterparts. Drinking is often a more experiential sampling of flavors and textures and an art in itself. The bars of this world are often more exhibits in different sections — where the art is the bar tenders making their various drinks for the visitors.

2.6: Arts and Entertainment

In a world so built around and defined by art, it is hard to imagine what can be considered art. Art and entertainment are intertwined and some citizens are only practicing artists for the sake of art. There are often festivals and events put on by various sections as well as competition and film and TV.

It is much like traditional Earth in that sense, but the social and economic barriers of “high art” do not exist. There is not a hierarchical approach to art in this world, but there is a very large array of options.





ENVIRONMENT

- 3.1** City of Art
- 3.2** Homes
- 3.3** Environment and Climate
- 3.4** Agriculture
- 3.5** Transportation

3.1: City of Art

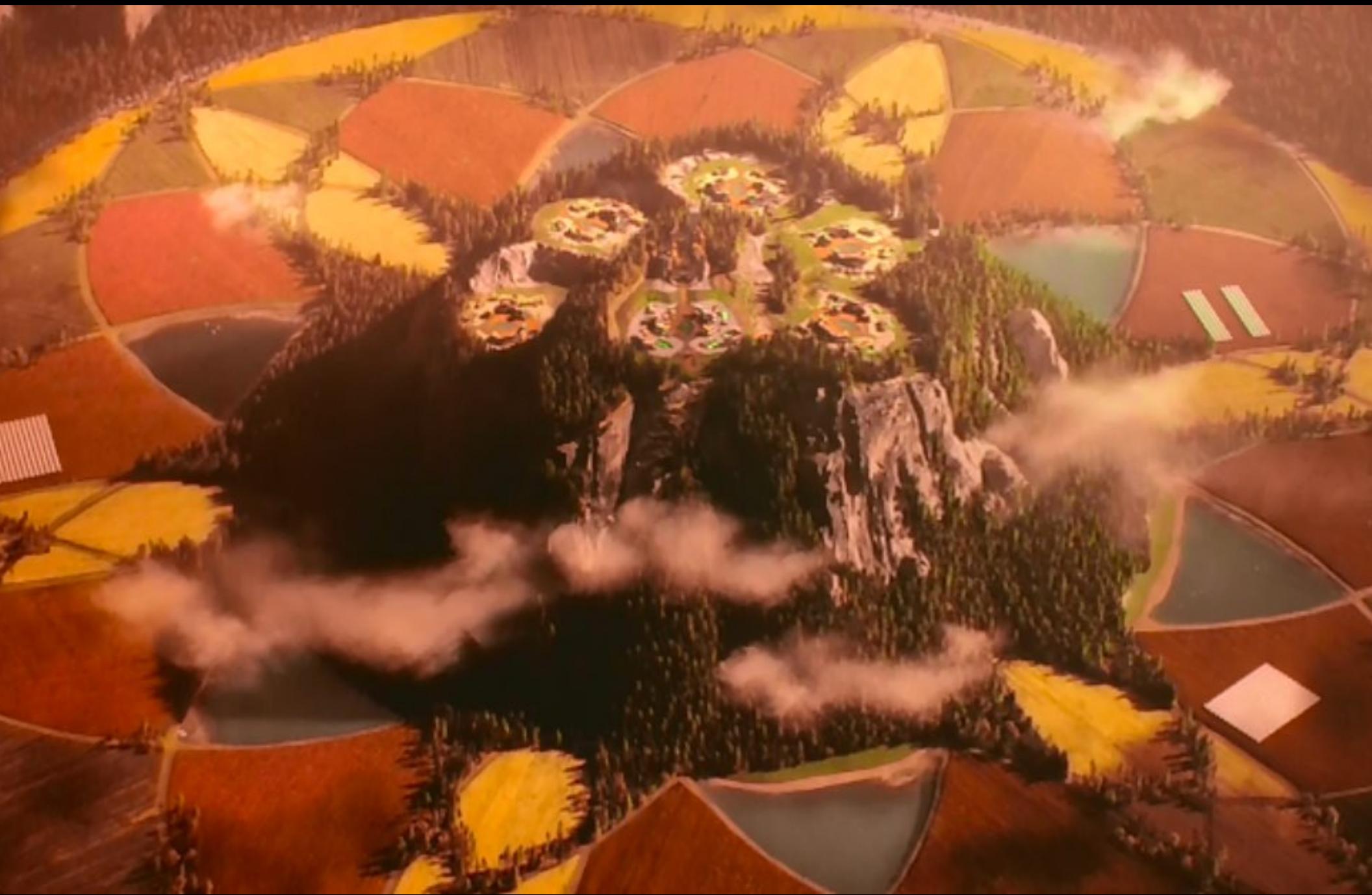
Most of humanity lives in the urban infrastructure directly on the mountains, which are extraordinarily vertical similar to some Earth settlements in South America and other mountainous places.

The city is mostly designed by the architecture section. It is connected by a grid of streets that serve as an avenue for transportation, events, and art itself. These streets are often on mountains themselves. Urban art and infrastructure plays a large role in the city design — there are many common spaces where citizens perform and install a variety of pieces. Furthermore there are many outdoor markets and festivals as opposed to more constrained retail.

The city, while advanced, is not cold. It does not have metallic railings and planes and large skyscrapers of glass. There is life in all its urban form.

There are smaller less urban settlements that spread radially out from these mountainous regions. These are connected by rails to the main city.



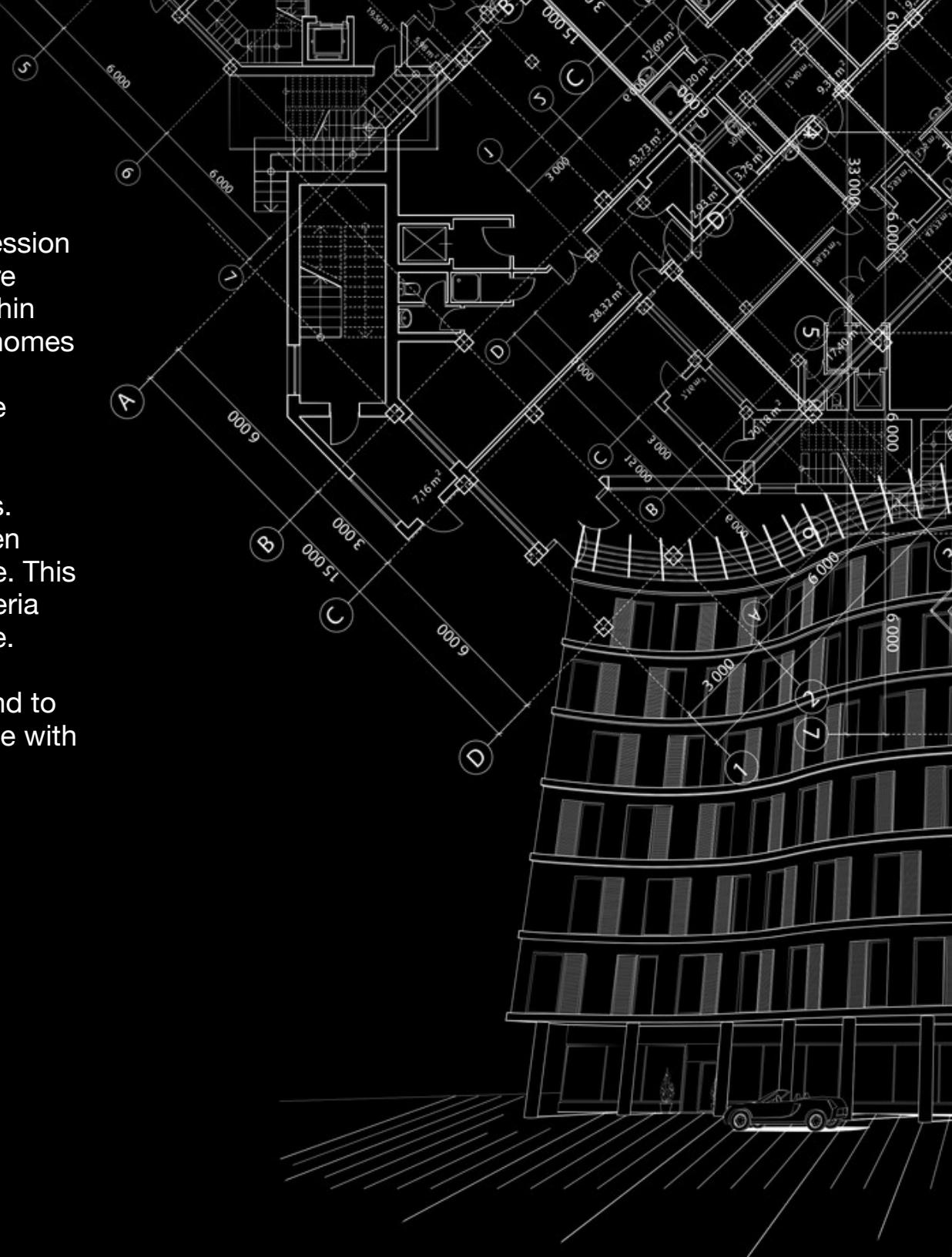


3.2: Homes

The home is not only a dwelling but an expression of art and history in various sectors. There are often wall to wall art installs and displays within them. The architecture sector designed the homes in a variety of forms and styles. There is no standardized architectural movement or style within the forms themselves.

Homes are not on traditional market systems. Rather citizens are matched with homes when they desire to move out of their current home. This matching happens based on a variety of criteria and often by the architect that built the home.

Because homes are such art pieces, they tend to stay in families across generations and evolve with that family's art.





3.3: Environment and Climate

Kaleidoscope is mountainous world, mostly of red rock and high altitude forests. Its land water ratio is similar to Earth. The human settlement is situated not far from one of its large seas, amongst a cluster of mountains that hug a forest. Humans have technology to terraform and build within these mountainous surroundings. The settlement is a large province of a main city and radial satellite suburbs which are well irrigated fields.

Humans eat an omnivorous diet of things brought and cultivated from Earth and of the planet's own ecosystem. There is wildlife, much of it aviary and small lemur like creatures and slightly bigger bear like creatures in the forest. There are fish and aquatic life in the sea, which is largely unexplored.

The planet is a desert like climate. It is warm and dry in the day and cool in the night. It rains about once a month and there is a mild winter with some light sleet. Humanity utilizes solar power due to the large exposure of solar rays from the two suns near the planet.

3.4: Agriculture

Much of these are agricultural in nature, fostering crops from both Earth and Kaleidoscope in fields for harvest. No animals are formerly domesticated but there are solar powered features that grow artificial meat and other proteins in small plants. Many gastro and culinary artists live here and make new and innovative proteins and ingredients that are beautiful and delicious. Often they drive these ingredients to service various restaurants and sometimes their own.



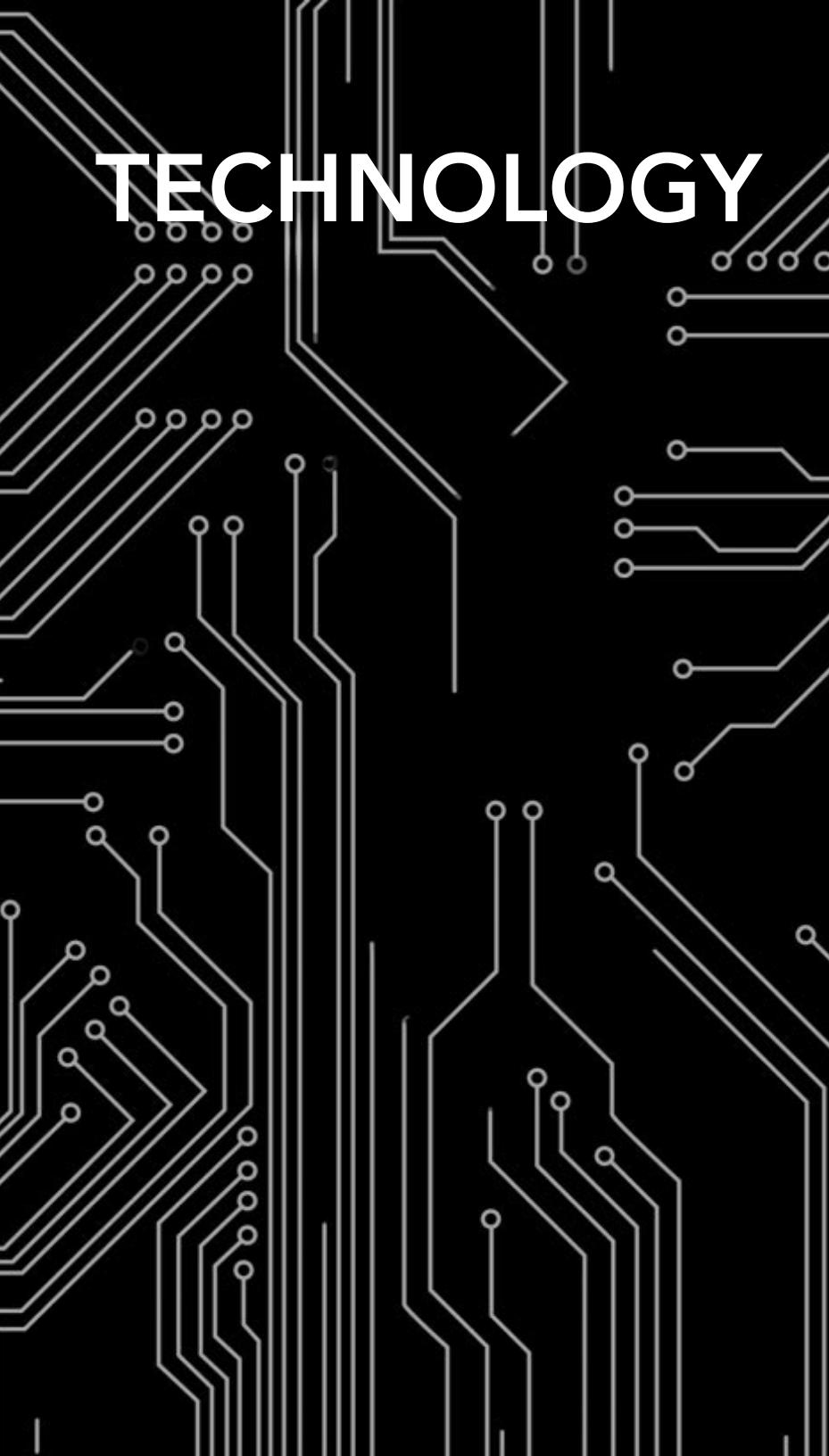
3.5: Transportation

Walking and biking is the primary transportation methods in Kaleidoscope. The society and city are fairly small and primarily vertical in organization in the mountains, making for rapid commutes.

These bikes are either individual bikes or cart bikes. Individual bikes are often art pieces in themselves. These cart bikes are for transporting multiple individuals or for goods or for performance art. They draw inspiration from many cultures across Earth, particularly the colorful street carts of Mexico and much of Latin America.

Larger motorized vehicles, made from space craft, are used to transport across larger distances or for heavy goods or materials. These are solar powered and often have wheels or belt rolls made from stone or space craft.

These larger vehicles can be requested along the street and network of the city, which is all done digitally with a variety of sensors on the network.



TECHNOLOGY

- 4.1 Computing and Technology**
- 4.2 Consumer Electronics**

4.1: Computing and Technology

Computing has not advanced extraordinarily since arriving in Kaleidoscope. Much of the technology is new implementations and use cases from the space craft technology.

AI

Much of the AI that helped get humanity to this new planet is now being used to maximize energy and resources for crops, the electricity grid, and growing protein sources. Other AI is being used by some artists to generate new art and by architects to generate different buildings. But overall AI has not hit a commercialization or integration into much of day to day life.

Energy

The world is solar. Dependent on the sun, solar panels fastened from space craft are used to power an electric grid across the human settlement.

Sensing and Networks

The society is very networked — with the ability to seamlessly broadcast from a variety of places in the city. There is an internet of sorts that is primarily curated by archivists in various sections. There are social and art sharing networks as well. Many sensors and actuators are throughout the city and home for expression and utility.

Materials

There are many smart polymers that are completely recyclable such that society can constantly reuse materials and make new technologies and products. Many materials are also capable of new colorations and textures for expression and communication both on and off the body.

4.2: Consumer Electronics

Much of consumer electronics are fueled by artistic merits and sharing these merits.

Displays

Display technology is obviously very developed and important and incorporated into much of daily life in expression, the home, and urban infrastructure.



Production and Tools

There is much production and engineering around new tools for art and storytelling in this society. Many electronics and inventions are based around making new art and new entertainment. There are also many developments on tools for making art.

Production and Beauty

The beauty within society and for personal beauty is a huge part of the economy. Many work in this sector and many artists express themselves via cosmetics. New cosmetics and devices to apply them are being invented at all times in all sectors.

Production and Entertainment

There are a variety of devices made for personal entertainment and multiplayer as well. Immersive experiences that can be deployed anywhere and repackaged. New varieties of games and companion toys.



ANTHROPOLOGY



5.1 History

5.2 Ancestors and
Death

5.1: History

The history of Earth is seen through a cautionary lens. The goal of this society is to not recreate Earth. So rather much of the history of Earth is often taught as moral parables and a warning of what to not create.

The history of Kaleidoscope is preserved by a variety of sections and a centralized History Authority as mentioned in Section 1.



5.2: Ancestors and Death



Due to a very equitable society and the present citizens never experiencing war or other systemic violences, there is a very different relationship with death in Kaleidoscope.

Each year there is a celebration similar to Day of the Dead. There is a centralized grave yard in Kaleidoscope in the caves of the mountains where bodies are cremated and made one with the crystals of the caves.

The celebration brings citizens to the caves where they bring art to honor the dead and leave trinkets in the caves. Citizens dress in traditional makeup and clothing similar to Day of the Dead in terms of making beauty of the aesthetic of death.



Future

The future of this society is unknown. There is little desire for exploration of too much of the planet in fear of resources spent in such expeditions. There is little desire to colonize or expand much.

Art, in its purest form, derives from itself. There is no where to go but into the light, so into the light it shall go.

