

The fabric of reality can be partly explained by the reductionism of physics, but not understood. Life can only be understood by acknowledging that its greater complexity cannot be reduced to physics, even if the basis is physical. Understanding is only possible if one understands the development of life (generations, creativity, further development), the increase in knowledge (new ideas, creativity, further development), virtualization (games, simulations, ...) as emergent phenomena.

It is a valid assumption that nothing happens without a cause. The particle-wave duality can be maintained only with the allowed contrary assumption of uncaused events. But on the valid assumption that everything has a cause, then there is no collapse of the wave function, and all possibilities occur in separate and mutually invisible histories of the same form and substance.

Neither assumption can be supported by observational data. It is only possible to refute assumptions or, for the time being, to maintain them until they are refuted.

Virtualization will develop to such an extent that it will no longer be distinguishable from reality. Our brain already does this with the sensory impressions.

Tasks that were previously unsolvable because they take infinite amounts of time are eventually partitioned (virtualized) into separate and mutually invisible histories of equal form and substance because those histories exist when there are no cause-free events.

Time travel will then be virtually possible in this form as the completion of tasks in different, infinitely many stories.

If this process (development of life, growth of knowledge, virtualization) does not stop in just one of these infinitely many stories, after an infinitely long time at the end of all times and outside of space and time, all knowledge will be infinite (Omega point). This is indistinguishable from the resurrection.