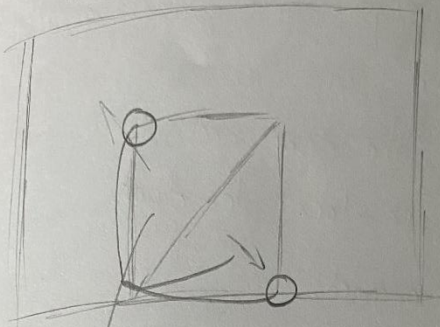


Notebook Designs

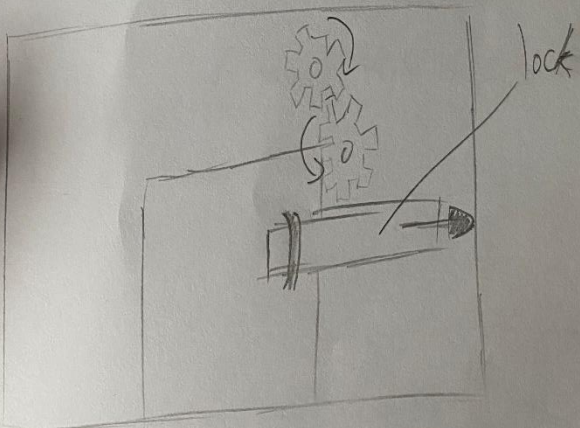
front

Design #1



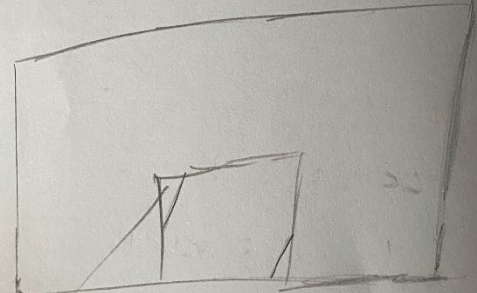
Doors sliding to corners

back



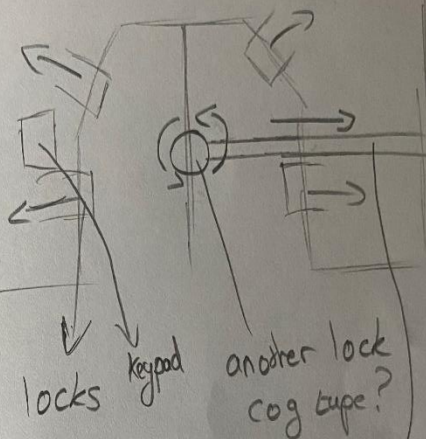
The cogs on the back of the door turn to open the lock on the door and then reverse to re-lock the door.

Door opened:



edges of door shown

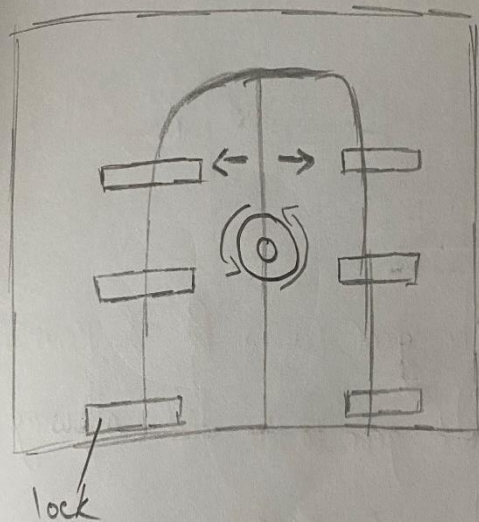
Design #2



Cog lock turns then the bar lock moves to right and allows other side lock to open and the door opens via cogs turning from behind the door.

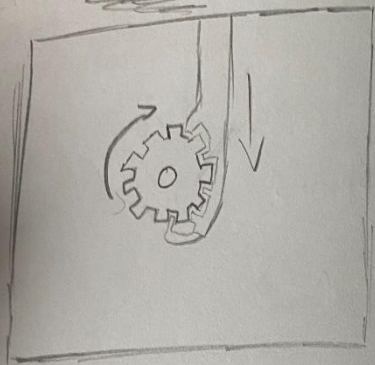
This trap will activate once the pressure plate is stepped on and the walls will begin to close in.

Door design #4



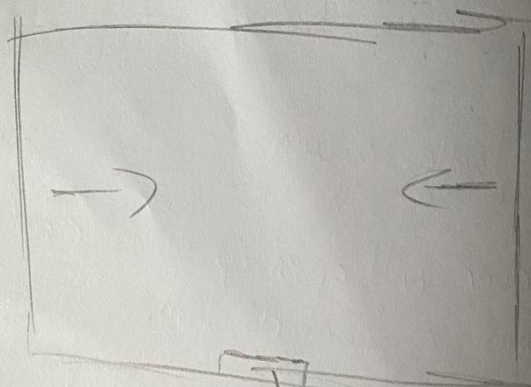
each lock will have its own cog that turns at the same time as the others meaning all lock open at same time.

Door design #3 back



the cog turns making the lock attached to it come down and open up the door.

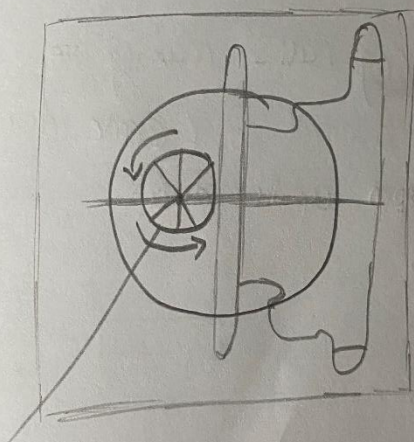
trap #3



pressure plate trap

The spikes will go up and down and there will only be one area that is left without any spikes,

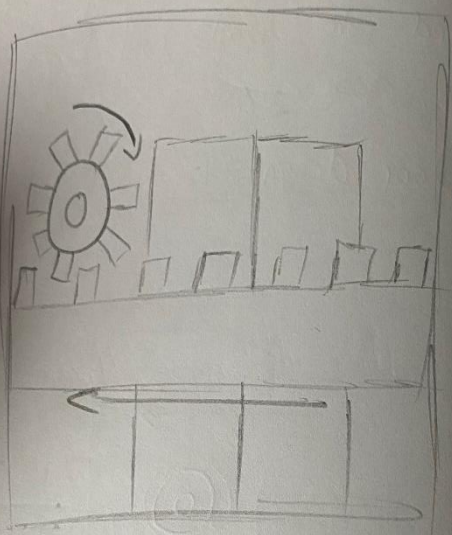
Door design #3



Door handle to turn

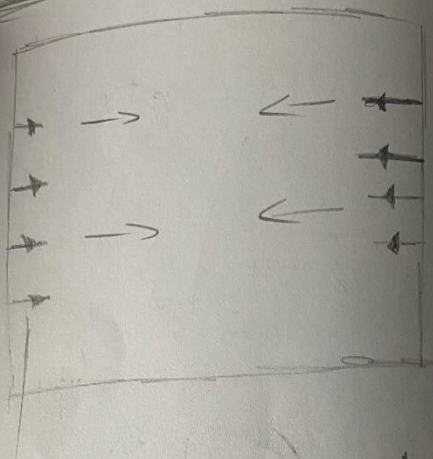
The door will open up as the character opens it towards them.

Door #4



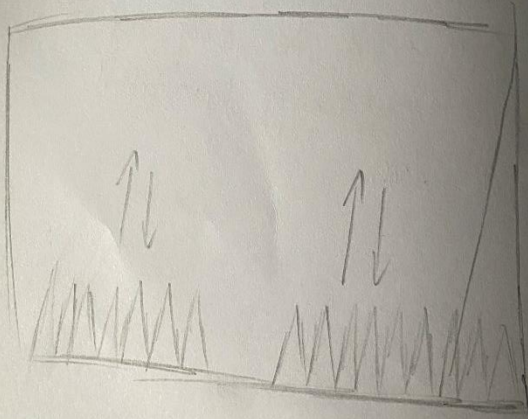
the gear turns ~~it~~ & moves the rock gear to the left allowing the door to open.

Traps #1



arrows coming from the walls

Traps #2



spikes

lights #1

Top

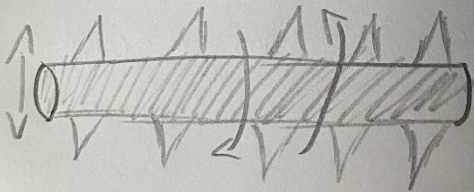


side



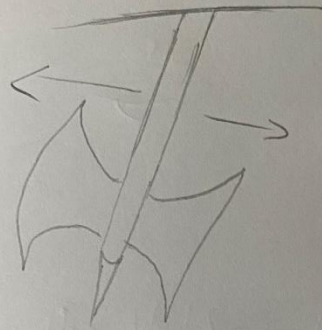
a small spotlight ceiling light

Trap #5



the spike trap rotates and
moves up & down.

trap #4



Swinging axe trap very simple
just moves left and right
the player just has to avoid it.

MAYA RENDERS



