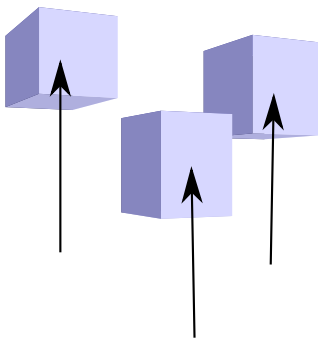


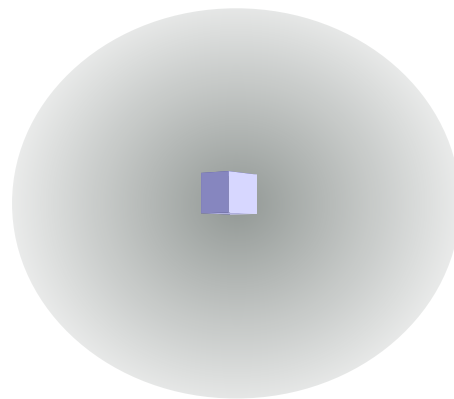
Shaping the world

The world where Atlas lives is an *openworld* where every entity should be focusable and should have an elementary structure.

Not everything will be object of shaping, but what you can interact with will have some levels of substructures. Each level corresponds to an order of magnitude and has a different behaviour, so a different gameplay. The reason to make such a difference for the levels is that, for example, you can apply the Newton's laws to describe falling rocks in the "macro" level, but you cannot do the same to an electron orbiting around a nucleus.



*Newton's representation
of the rocks elevation against
the gravity*



*Orbital of an electron shield around an
hydrogen nucleus.*

Not all the levels are visible at the beginning by Atlas, in fact, before to be dominated, they have to be discovered and understood. This is related uniquely with the "Capacity of perspective", which determines how open is Atlas mind to imagine how the matter works deep out of the limits of the direct perception.

So, Atlas doesn't shape the matter because he knows precisely how it is composed, but he merges what he sees directly with his knowledge and acts following the model known by him.

That's why the representation of "micro" should be in every case ordered and harmonical, instead of chaotic and too fast to be caught.