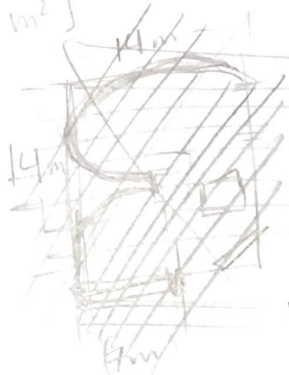


1. Scenery → mountains, boats, rain, high grass, fish, steam, birds on the distance
2. Pre-fight
3. Fight, war
4. Ghosts



[200 m²]



WOOD
NATURE
WATER
BIG elements
(mud)

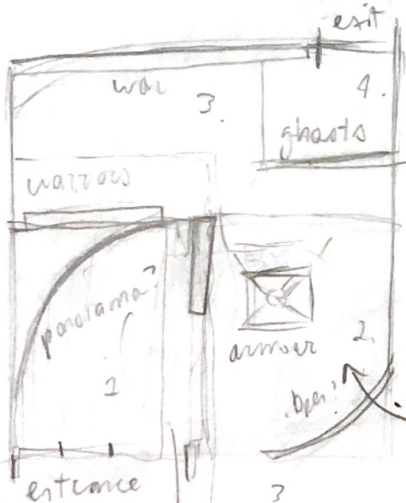
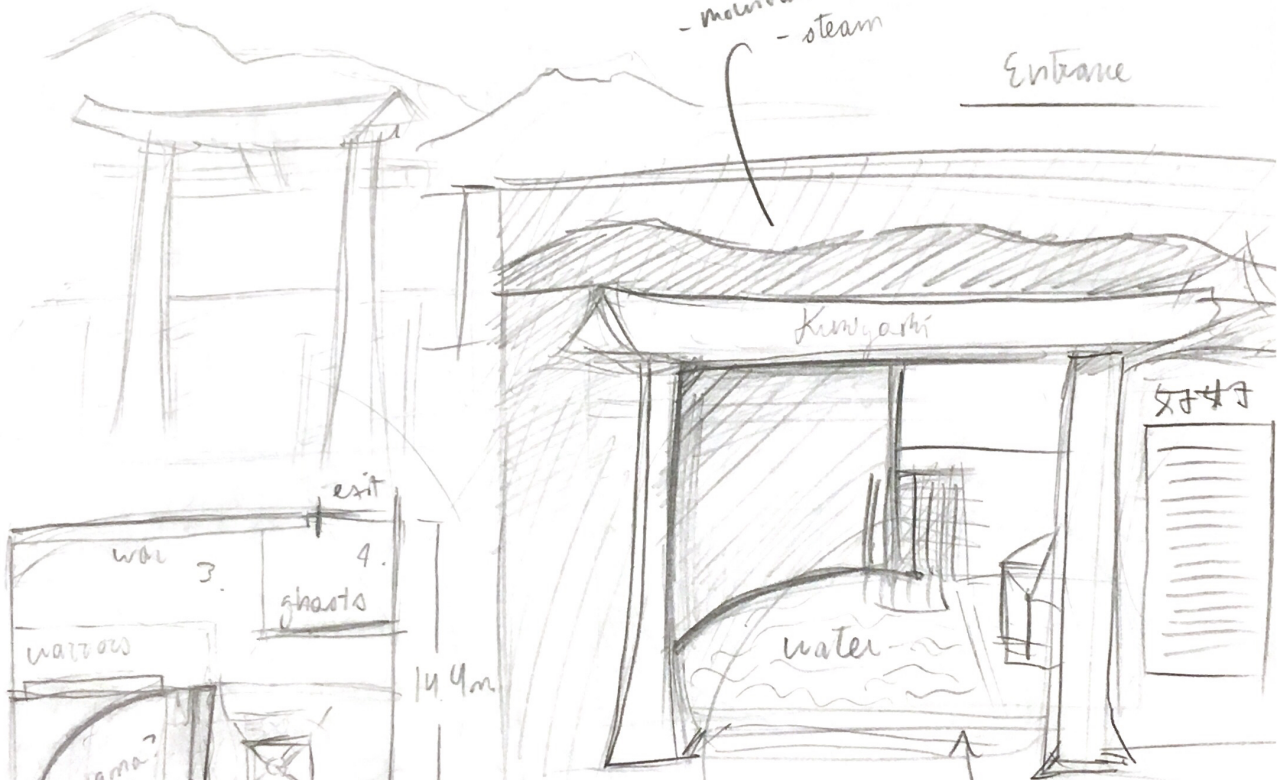
KEI
ELEMENTS

air of mystic environment, start from the mountains and end in the sea with people.

Go through the bridge from one city to another?

- mountains (animation?)
- steam

Entrance



creatures?

High gear
on connections

lowered floor

War → each other or a monster?

water
(little deep)
(boat underneath)

high gear

- how to simulate water (fish)
- sand
- creatures