The basic components of the church are present, although it could use more details like textures so the walls actually look like white stone blocks. For some reason, all of the lights aside from directional lighting were not working in this version of Unity, so I had to use low intensity lights to give the shadowy areas some coloration.

While working on the project, the idea of a pristine version of the church popped into mind. This changed the concept from dreams into one of dualities. I wanted the past and present forms to switch when the viewer walked out the door, but I could not get this implemented into the scene. The trees were also to change from withered to healthy with the shift, although I had not noticed that modifying the original version from withered to covered in foliage until afterwards. The changing state of the trees were meant to throw doubt on the order of events, with the withered trees surrounding the church in its complete state and the healthy trees covering the ruins. The ruins would obviously appear to be the present state of the church, but there is always the possibility that it had been rebuilt. There is also the fact that this scene had originally appeared in a dream, so it had been ruins from the start.