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There are a lot of items being emphasized in the vertical slice though much has not been completed and still a work in progress. I will give a list of some of the items that will have emphasis and how it will be incorporated when complete.

Emphasis:

1. The "Heart of the Forest" is what I call the large circular object that will be suspended in the air above the lake in my scene. It is one of the main objects in the vertical slice. It will be emphasized by having slight movement and a glowing red color.
2. The "Waterfall" will be emphasized by a falling water sound and moving water. The size of the waterfall will also help to emphasize.
3. The Main "Trees". The scene has a few very large trees that add to the exploration feel of the vertical slice. The player will be able to walk around the roots and climb them to an extent. They are mostly emphasized through their huge size.
4. The "player Character" will be emphasized through vibrant colors which will stand out from the surroundings and the sounds from his equipment moving about.
5. The "Dog" like animal walking around the scene will be emphasized. Through vibrant colors, sound, and glowing colors objects around its antlers.