

# Legend of Light - Zone 2: Lensveil

## In-Game Environment Concept

This in-game concept extends the symbolic thumbnail of Lensveil into a soft, immersive world. It allows for perception-based interaction while staying grounded in emotional realism and calm visual tone.

### Visual Tone

- Time of Day: Overcast morning with diffused sunlight
- Sky: Misty soft blues with breaks of light
- Color Palette: Crystal blue, lavender, white, gray
- Lighting: Gentle, reflective, with light bending around orbs and lenses

### Terrain & Environment

- Ground Texture: Smooth stone with mossy runes and mirror puddles
- Pathways: Reflective trails that shift slightly with player proximity
- Key Landmark: Floating Crystal Lens on a stone pedestal
- Vegetation: Dreamwillow trees with refractive leaves
- Water Sources: Still pools reflecting memory fragments
- Atmosphere Particles: Light motes and lens flares that follow motion

### Interactive Elements

- Perception Orbs - change color when approached calmly
- Echo Lens - reveals a visual of player's inner state
- Still Mirror Pool - shows hidden truth if player stays still
- Light Ripple Puzzle - rotating mirrors unlock overgrown paths

### Audio & Movement Sync

- Walking - soft echoing footsteps
- Stillness - wind, distant chimes, heartbeat pulse
- Light Shifts - ripple tone like a tuning fork

### Emotional Energy Zones

- Outer Pathways - foggy, quiet, uncertain
- Crystal Lens Zone - clarity, refracted color, awareness
- Echo Pools - mirror wonder and doubt