# Legend of Light – Art Style Reference Guide

## 🎨 Visual Identity & Aesthetic Overview

Legend of Light is designed to feel emotionally immersive, dreamlike, and radiant. The art style blends semi-realistic fantasy with glowing elements to appeal to ages 8–24 while honoring the emotional depth of each player's journey. This is not a cartoon-style game — it's a visual ritual.

## Core Visual Themes

- Glowing edges and light bursts  
- Deep tone palettes (sunset golds, shadow blues, prism violets)  
- Mystical realism: layered fogs, floating terrain, softened contrast  
- Magical but calm: no chaotic FX, no hyper-saturation

## Character & Symbol Integration

- Symbolic objects (Path Key, Mirrorseed, Vision Arrow) should radiate light or shimmer with subtle effects  
- Children and teen NPCs are styled to feel timeless, emotionally expressive, and not hyper-stylized

## Zone Mood Variations

- Zones 1–5: Warm light, golden glow, identity awakening  
- Zones 6–10: Deeper colors, emotional complexity, bioluminescent hints  
- Zones 11–15: Ethereal gradients, sky shifts, mythic soft focus

## Important Style Guidelines

- Avoid overly cartoonish or Roblox default textures  
- Prioritize atmospheric layering over high object density  
- Use light as a symbol of healing, guidance, and discovery  
- Let every visual element feel like part of a memory or a dream

## Inspiration & Alignment

- DreamWorks' softer moments (e.g., How to Train Your Dragon skies)  
- Games like Sky: Children of the Light, Ori and the Blind Forest  
- Soft surrealism with grounded emotional anchors