# 🌫️ Zone 2 – Lensveil

“Your Thoughts Shape Your World”

## 🔹 Header Purpose

This zone gently introduces perception, inner dialogue, and environmental mirroring. Sound and lighting should shift subtly in response to presence—like entering a living metaphor.

## 🎧 Sound Design Brief

Overall Mood:  
Dreamlike, layered, and quietly intelligent. Everything feels soft but observant—like the world is listening to your thoughts.  
  
Key Sound Elements:  
- Base Ambience:  
 - A shimmering, veiled atmosphere—think soft wind, light static mist, or filtered chime haze.  
 - Distant tones that feel like echoes of thought: delayed piano taps, muffled bell textures.  
- Perception Shifts:  
 - Slight sound variations depending on direction faced or where the player stands.  
 - Approaching Symbolic Emerson (the glowchild with the iPad) should cause a ripple of harmonic chimes or color-matched ambient tones.  
- NPC Cue Sounds:  
 - Hope’s calm presence might cue a quiet piano scale, like a falling feather.  
 - When Shawna speaks, subtle crystalline textures could emerge in the background.  
  
Interactive Layering (if available):  
- As the player reflects or makes self-talk choices, slight environmental changes can cue soft frequency shifts—like thought resonance rippling into the world.  
- Mirrors or thought orbs could have soft hums or whisper tones.  
  
Voice & Music:  
No music bed required. Sound should hold open, reflective space. Layered voiceovers (e.g. Hope, Shawna) must remain central without distraction.

## 💫 Emotional Tone Summary

Theme:  
"Your Thoughts Shape Your World." The way you see changes what you see.  
  
Emotions to Evoke:  
- Gentle awareness  
- Reflective calm  
- Emotional intelligence  
- Quiet wonder  
- Inner clarity  
  
Tone Description:  
Lensveil feels like standing inside a thought. It’s peaceful but alive. Nothing forces you forward—it invites you inward. Light drifts like mist through trees, and sound behaves like breath or memory. This is the soft mirror of the mind.