# Lighting & Sound Placeholder Notes – Zones 1 to 3

## 🔥 Zone 1: Ignisia – “You Have a Spark”

Lighting:  
- Low ember glow along cracked paths  
- Gradual increase in warmth as player approaches Sparkstone  
- Sunrise beams over altar moment (leave space for horizon light)  
  
Sound:  
- Low ambient rumble + ember crackle  
- Echo breath moment near altar  
- Emotional chime when Sparkstone activates

## 🌫️ Zone 2: Lensveil – “Your Thoughts Shape Your World”

Lighting:  
- Light fog across stepping stones (appears/disperses with thought shifts)  
- Soft glow at pool near Symbolic Emerson (non-verbal spotlight moment)  
- Reflections shimmer based on angle  
  
Sound:  
- Echo-laced ambient with distant tonal pulses  
- Water ripple sounds near steps  
- Ripple trigger when Symbolic Emerson appears

## ⚒️ Zone 3: Pathforge – “You Can Choose Who You Become”

Lighting:  
- Inner forge glows brighter as choices are made  
- Gates emit directional light based on chosen path  
- Hidden crystal glimmers in tucked areas  
  
Sound:  
- Metallic hammering and spark FX during forge interaction  
- Subtle branching sound layers based on gate direction  
- “Pulse hum” growing with clarity or identity choice