

# MAIN SCENES ENVIRONMENT

- ▶ A 1000 x 1000 forest area fenced by a wall
- ▶ Set in a foggy night without ambient light
- ▶ Only fire and player as pointlights
- ▶ Key points:
  - ▶ Campfire (1)
  - ▶ Escape gate (2)
  - ▶ Abandoned house (3)
  - ▶ Old village (4)

