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LEVEL DESIGN REEL BREAKDOWN

Frigid Mountain

Base terrain with multiple layers/materials for ground snow, mountain tops, and brick path

Torch, stone door models

Fire particle effect (base fire, sparks, core, distortion, smoke)

Snow weather effect (mesh planes, animating snow material)

All post-processing and lighting

All cutscenes

Infernal Volcano

Environmental structure models (volcano, walkways, center platform)

Asset models (spikes, chains, stone flame holders)

All post-processing and lighting

All cutscenes

Stonegate

Fire emitters (fire, sparks, smoke, distortion, inner core)

Magical Spellbook/Bone Weapon Magic Cue effects

Magical Healing Spell

Environment assets (chains, candles, wall torches, ground torches, chandeliers/wall plates)