

# The Painted World



**Note:** This system presented below is intended to be a bare bones system which will be expanded upon with the direction of the design team. Most of this design is conceptual and subject to change.

## Overview

**Item:** The Painted World

**Description:** The Painted World is a type of [Sigil Casting](#) painting mechanic players will use to open up the paintings and enter the "Painted World", and are used to satisfy player needs for exploration, puzzling, and worldbuilding

## The Painted World Notes

The Painted World Mechanic is another use-case for [sigil casting](#). When players are stepping into the Painted World, the transition between both worlds should be seamless, refer to Portal series as a reference for the result. The Painted World Rune should also only be usable on **bright gilded paintings**.

To enter the painted world, the player must **vault** over an **invisible vault object** in order to "step into" the Painted World

# NEO - VERSAILLES

## THE PAINTED WORLD

The Painted World is the painting mechanic players will use to open up the paintings and enter the "Painted World", and are used to satisfy player needs for exploration, puzzling, and worldbuilding

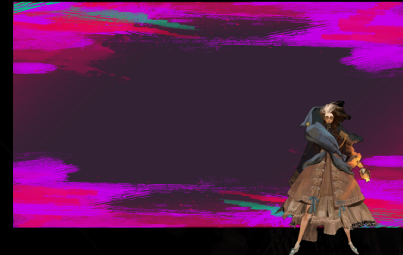
### STEPPING INTO THE PAINTED WORLD



Players walk up to an opened painting, there is an invisible vaultObj that goes from the floor base to the frame's picture base.



The player must vault over the frame base in order to enter the Painted World, using A to vault in



Once vaulting over the invisible vault Obj, the player finds themselves inside of the Painted World

## Comparables

<https://www.youtube.com/watch?v=G13Mrjh7xp4>

## Art Needs

- VFX - Opening of Painted World
- Frame Texture - Gilded Frame

## Engineering Needs

- Seamless Transition between two room
  - Physical Translation of Player Controller
  - Projection of Second Room through Portal
    - <https://www.youtube.com/watch?v=PkgjYig8avo> can be used as reference