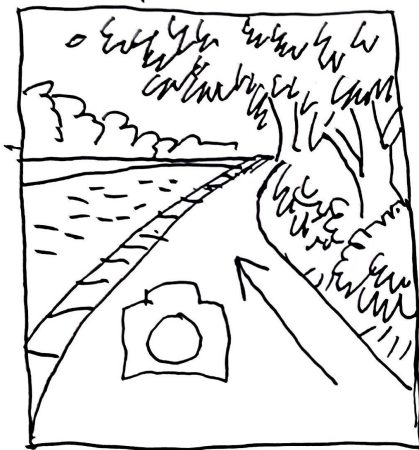


PANEL ①



Urban Canal

(455?)

Transition



Camera Start!

On the pavement, about 1m from the edge of canal, framing the rippling water and overhanging greenery.

Move!

slow, smooth, forward slide along the ~~the~~ towpath toward a shaded underpass.

Camera End!

Resting in that darker, enclosed space—shadowed brick of foliage overhead → to the next scene (shoreline beach)

Visuals!

100% point cloud, wall, water, etc.

Audio!

Ambient sound (Water lapping) (birdsong)

Genelle.
Music

PANEL 2 shoreline Beach



PANEL 3



Camera Start!

Low and wet sand and pebbles
at waterline.

Move!

slow lift and pull back 45°
to reveal drift wood and River
wall.

Camera End!

Transition to River side walkway

Visuals:

point. cloud, sand, pebbles, stones,
River wall, drift wood

Audio:

Gentle wave, crows, gull cries,
Ariana, play sound

PANEL 4 ^{Riverside} ^{Walkway} Camera Start!



Eye level Height → paved embankment
close to a wrought-iron bench facing the river.
Move!

slow lateral pan along the bench line,
following the river wall as it curves beside
the Thames River.

Camera End!

Rest mid-path on an empty bench, with
river water to the right.

Visuals!

point cloud, ~~for~~ bench, paving stone, river wall

Audio!

Train rumble under bridge etc
Foot step on stone, gentle slap against wall



PANEL 5 Park Garden ② ↘



Camera Start!



low on a leaf stream
and then rise up to
human eye level height.
surrounded by dense foliage and flowers.

Move!

slow forward push and

(Fly through) forest path, ① Flower, Grass
② Then revealing flower cluster and tree trunk

Visual!

point cloud, leaves, bark, flowers, water ripple.

Audio!

Breeze Leaves, field recording, warblers

PANEL 6 (playground)



Camera Start!

~~Start~~ Start with slides and mimic the view of FPV Drone,
Move!

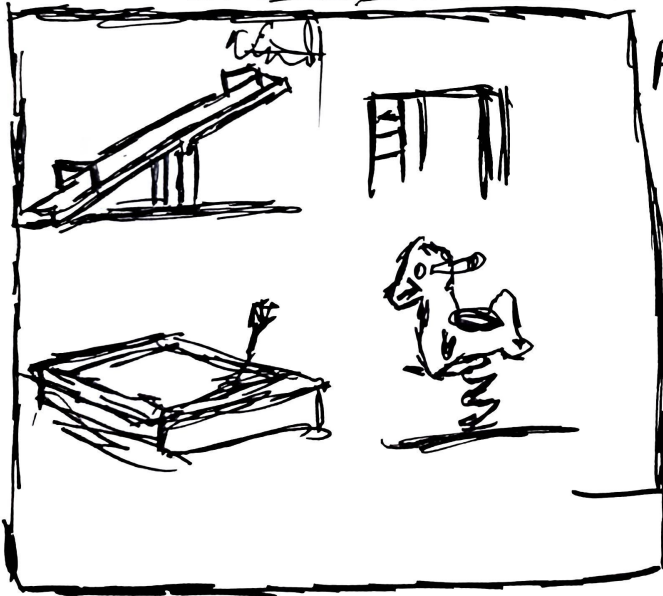
FPV Drone — First perspective view
Camera End!

Wide shot of the entire playground — slide, sandbox, empty swing under a tree.

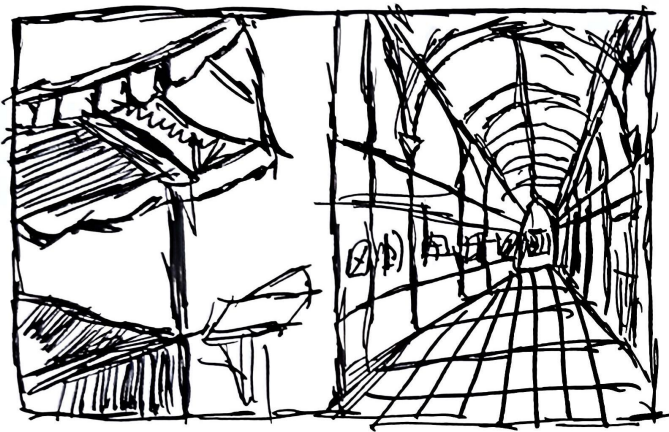
Audio!

Soft creak of swing, child playing.

Seesaw, climbing Frame, sandbox
Spring Rider.



PANEL 7 Market Arcade Camera Start!



Tight on the underside of a stall
Focus on patterned awning ~~side~~

Move!

slow forward glide along the
arcade's centerline.

Camera End!

Mid-frame at the arcade's
vanishing point → ~~the~~ next scene

Audio:

Soft echo of footsteps, distant drip
of fountain, ambient sound of the market.



Market
shelf



PANEL 8 Pedestrian Street / Single Building / Car / etc...

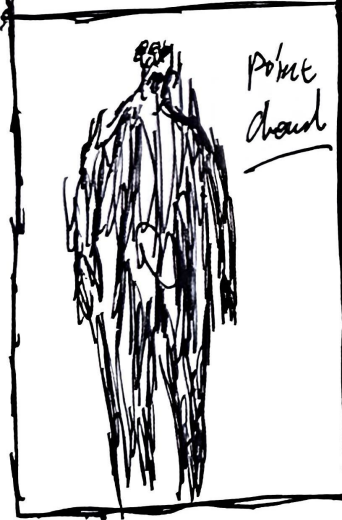


point
cloud



Camera Start!

Deform → whole scene, with
dimmed light, slowly close to a
single car, Building, a group of pedestrian
Move!



point
cloud



slow slide, fly through, following
traffic and a parked car as the
camera passes shop window ~~and~~

Visuals! car, Building.

Sacade street furniture, vehicle

PANEL 9 Transit Nook

Camera Start!

Close on the bench → platform overhang, capturing point-cloud textures
Move!

slow glide revealing the train track
Camera End!

Mid-frame at the bench alcove under the overhang — bench, signage board overhead and distant train track.

Audio!

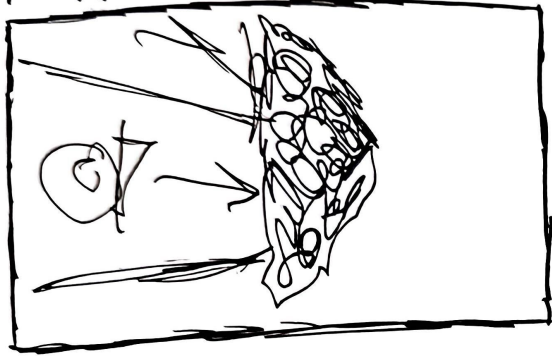
low, muffled train rumble, distant station announcement faintly audible, echoing foot step.



✓ The End.



~~PANEL~~ 10 / Act II / Ukraine Ruines



Scanned ~~video~~ Mesh

solid Mesh

start Camera!

From Transit → Ruines

Visuals!

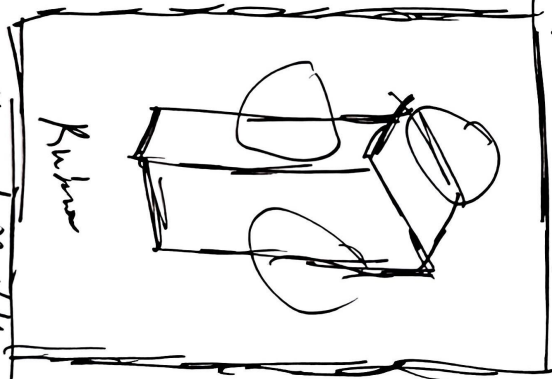
cold gray palette / Animated
or
Static Light

Audio!

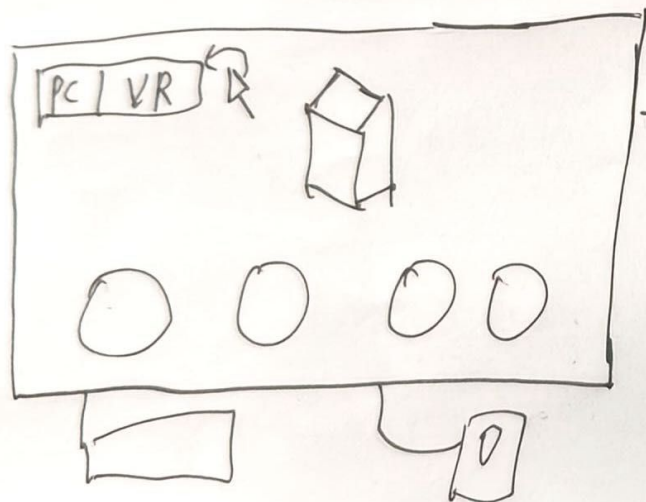
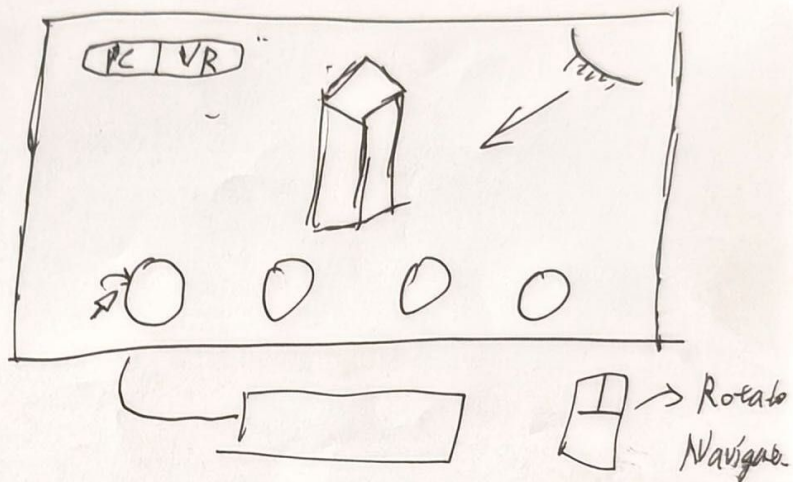
without sound.
OR

Sound of artillery
Bomb, ~~on~~ missile.

Distant artillery rumble, wind whistling,
occasional drip of water, snow,



PANEL 11 / Act III



Enter VR Mode

