

Before teleport

During teleport

After teleport



Character effects on the upper layer, blackout beneath

Gathering countdown ended, chanting

The character floats upward and then dissolves then thud — the falling effect

After 2.5/6.03 Next: Clarify performance duration

All black simultaneously, mana droplet hides in at center of screen, no trail

Effects naturally decay, begin

Using the player-selected character as the center, a blackout expands around them. Expand speed is faster

Simultaneously proceed

Chanting ends / black screen opens --> magic-energy droplet animation entrance

PS: The mana droplet quickly fades in at the center of the screen; at this time there is no trail

On 25/6.03, once the person begins to float, we can go into the blackout

After the mana droplet fully appears Trailing effect lasts 1S

Description: In the darkness there is a droplet carrying mana hurs as if falling against the wind, continuously descending, light flickering

Enter near-stop screen, waiting for UE load map function to operate

Effects attenuate to the current effect, naturally transitioning to the load screen image

Concept acceptable Blackout obscures other characters

UE loading new map function in progress.. Low frames and frame skips may occur at this time

loading

Find About the Load Stage Without a Load screen, and there can be a problem

Skip? (awaiting concept confirmation)

(Option: if you want to connect the last frozen frame before teleport, you can use an image of the last pre-teleport frame after the teleport; if not used, use a black screen on the 1st frame to avoid visual glitches)

1S

Load image (teleport) -> Second performance stage after load -1

Magic-energy water drigt animation

Temporary solution

Description: In the dark, a droplet carries magic-energy hurs as if falling against the wind, it keeps descending, light flickering

After falling for a time, the droplet hits the ground, the player character is at the center of the screen, the character's body has the same magic-energy shown as the droplet

Second performance stage after load -2

Connect to the previous landing, the black screen parts same as last; 9S With the black screen clears, the thus scene is revealed

Multplayer connection operation assumption: the order of each character's descent is triggered

At the end of the performance, or when the player inputs control

When the player can control the character, display main HUD functions

Multplayer connection screen schematic