

F-ZERO (1990, Super Nintendo), Nintendo. GAMEPLAY MODE

1. Composition



Tangible space	In full-screen
Intangible space	Intangible visual displays are overlaid upon the tangible space
Negative Space	There is no negative space

2. Ocularization

External

Zero Ergodic

3. Framing mechanisms

Anchor : Subjective

Mobility : Connected

4. Plane Analysis

	Agents	In-game	Off-game
Graphical materials	Raster	Raster	Raster
Projection method	Orthogonal	Linear	Linear
Angle of projection	Horizontal	Overview	Overview



Notes :

The in-game environment (highlighted in yellow) is comprised of two distinct types of areas: the race track, which is the playable space, delimited by a full line, and the ground outside the rails, which acts as a bottomless pit (players are instantly destroyed if they land in there), outlined by a dashed line.

Also, the game highlights the Mode 7's strategy to induce an effect of depth by way of foreshortening. Even without polygonal 3D, the real-time adjustment of sizes on two axes creates an "allegorical" Z axis that is relevant to the game's intelligibility. Hence the idiom: "2.5 D".