*Final Fantasy Tactics* (1997, PlayStation), Square*.* **BATTLE MODE**

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| 1. Composition |

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| **Tangible space** | In red. A « virtual chessboard » made of terrain and characters. |
| **Intangible space** | Menus can appear anywhere on the screen; some data elements are layered on tangible space. |
| **Negative space** | The backdrop behind the floating chessboard space. Dynamically adjusts according to framing. |



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| 3. Framing mechanisms | **Anchor :** Anchorless | **Mobility :** Unrestrained |

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| 4. Plane Analysis   |  |  |  |  | | --- | --- | --- | --- | |  | **Agents** | **In-game** | **Off-game** | | **Graphical materials** | Raster graphics (sprites) | Real-time polygons | Static backdrop (negative space) | | **Projection method** | Axonometric | Axonometric | - | | **Angle of projection** | 3/4 view | 3/4 view | - | |



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| **Notes :**   The virtual chessboard delimitates the in-game environment and tangible space. There is no off-game environment on display that would create a sense of spatial continuity between the chessboard and the backdrop.  The framing dynamically alternates between anchorless/unrestrained (when the player plans his next move) and subjective/authoritarian (when an event happens, it is automatically framed ).  The hybrid graphical materials create a jarring and “wobbly” feel to the visuals that is somewhat alleviated by the fact that both sprites and terrain share the same projection method and angle. |