

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

1. Composition



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

2. Ocularization

External

Zero Ergodic

3. Framing mechanisms

**Anchor :**

Anchorless

**Mobility :**

Unrestrained

4. Plane Analysis

	<b>Agents</b>	<b>In-game</b>	<b>Off-game</b>
<b>Graphical materials</b>	Raster graphics (sprites)	Real-time polygons	Static backdrop (negative space)
<b>Projection method</b>	Axonometric	Axonometric	-
<b>Angle of projection</b>	3/4 view	3/4 view	-



**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.