

Guitar Hero (2005, PS2), Harmonix. **GAMEPLAY MODE**

1. Composition



Tangible space	The projected fretboard is where player agency is deployed. The background changes according to character.
Intangible space	Meters for score and audience reaction are styled after music gear. Characters and setting in backdrop ignore player action and are intangible.
Negative Space	None; the whole screen is used.

2. Ocularization	External	Player Intangible <i>and</i> tangible
3. Framing mechanisms	Anchor : Anchorless	Mobility : Fixed

4. Plane Analysis

	Agents	In-game	Off-game
Graphical materials	Real-time polygons	Raster graphics (texture)	Real-time polygons
Projection method	Linear projection	Linear projection	Linear projection
Angle of projection	Overview	Overview	Various



Notes :
 A case of interface-driven game. The characters and settings are decorative and make up the off-game environment. Gameplay occurs on the projected band that imitates a guitar fretboard. This fretboard varies for each player-character, making the in-game environment something of a constant visual signature.

The in-game environment and agents remain constant in intangible ocularization to favor gameplay, while the background graphics in the off-game plane constantly shift framings with tangible ocularization and framing mechanisms mimicking a “live music show” camera montage. This creates a dynamic spectacle that brings balance to the overall composition.