

Doom (1993, PC), id Software. **GAMEPLAY MODE**

1. Composition



Tangible space	Tangible space occupies the overwhelming majority of the screen.
Intangible space	Useful data is overlaid on some rock-textured ornamental negative space.
Negative Space	Occupies a band at the bottom of the screen.

2. Ocularization

Internal

Primary

3. Framing mechanisms

Anchor : Subjective

Mobility : Connected

4. Plane Analysis

	Agents	In-game	Off-game
Graphical materials	Raster	Real-time 3D	Real-time 3D
Projection method	Orthogonal	Linear	Linear
Angle of projection	Horizontal	First-Person	First-Person



Notes:

Doom's pioneering first-steps into the first-person shooter is a very impressive technical feat for the time.

Doom also puts forward the experience of the gaze in a strongly mimetic way, simulating the characters' steps through animation and offering a thoroughly textured environment. A connected mobility seldom had given access to such a powerful sensation of walking around in a digital environment. Of course, this has become a major standard of high production value since, but at the time it was quite a hack.