*Virtua Fighter* (1993, Arcade), SEGA.**GAMEPLAY.**

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| 1. Composition |

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| **Tangible space** | The entire surface of the screen depicts an arena and background scenery. |
| **Intangible space** | Visual interface overlays. |
| **Negative Space** | None. |



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| |  |  | | --- | --- | | External | Zero ergodic |   2. Ocularization |

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| 3. Framing mechanisms | **Anchor : Intersubjective** | **Mobility : Connected** |

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| 4. Plane Analysis   |  |  |  |  | | --- | --- | --- | --- | |  | **Agents** | **In-game** | **Off-game** | | **Graphical materials** | Real-time polygons | Real-time polygons | Raster backdrop | | **Projection method** | Linear | Linear | Linear | | **Angle of projection** | Horizontal | Overview | Horizontal | |

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| **Notes :**   An exemple of intersubjective framing, which is common to a great number of fighting games. *Virtua Fighter* was the first high-profile fighting game to simulate the third dimension with polygonal characters. The in-game arena occupies a rather small subset of the tangible space, the bulk of which is made of an off-game static raster backdrop of the sky and horizon line. |

