

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

1. Composition



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

2. Ocularization

External

Zero ergodic

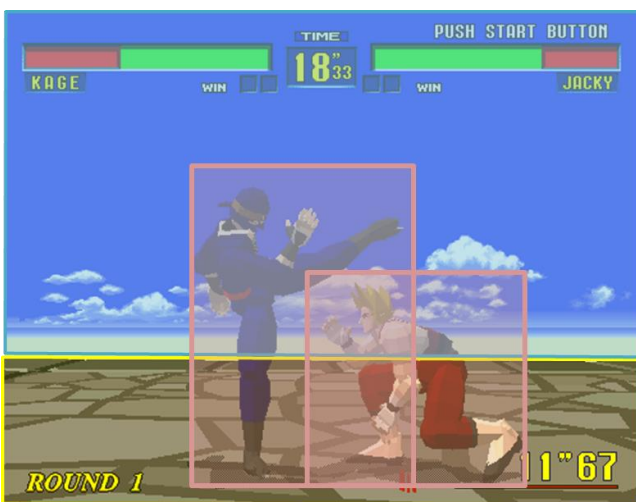
3. Framing mechanisms

Anchor : Intersubjective

Mobility : Connected

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



Notes :

An example 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.