Game title (year, platform), Developer. **VISUAL MODE**

1. Composition
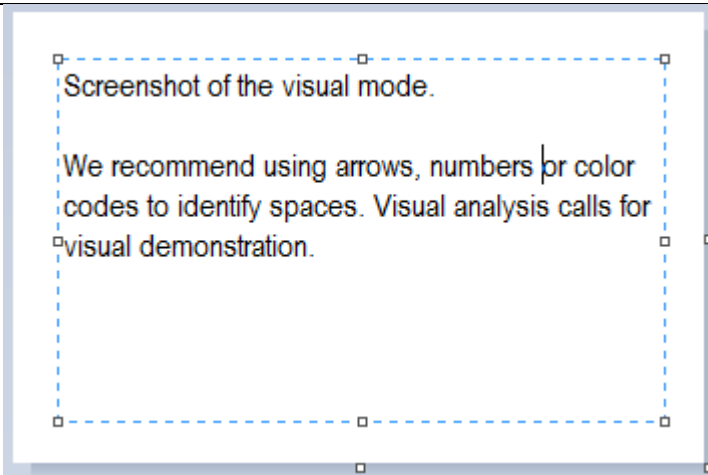
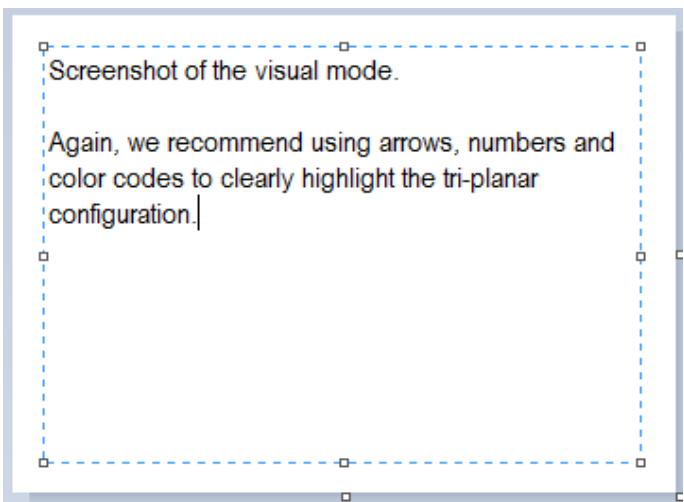|		
Screenshot of the visual mode. We recommend using arrows, numbers or color codes to identify spaces. Visual analysis calls for visual demonstration.	**Tangible space**	Elements that belong to the gameplay space. Ex.: Mario, Tetris blocks, platforms, etc.
	Intangible space	Elements that the player doesn't interact directly with. Ex.: Interface bars and icons.
	Negative Space	Decorative or unused portions of the screen that don't change. Ex.: Window frames, black space.

2. Ocularization

3. Framing mechanisms

Anchor :

Mobility :

4. Plane Analysis

	Agents	In-game	Off-game
Graphical materials			
Projection method			
Angle of projection			

Screenshot of the visual mode.

Again, we recommend using arrows, numbers and color codes to clearly highlight the tri-planar configuration.

Notes :

In this area you can explain and contextualize the visual mode's functioning as part of the larger gameplay, or otherwise highlight or explain what facets of the analysis are interesting and why.

The format is meant to be limited. We recommend keeping it short and sweet. It can also be an opportunity to work towards a simplified formulation of the complex conclusions that may result from your analysis.