

Select visual mode

1. Composition

Tangible space: things I can work on, with or through (playfield or gameworld, in red)

Intangible space: things I can't affect but may update indirectly (menus and interfaces, in orange)

Negative space: static things that never change (blanks or ornaments, in dark blue)

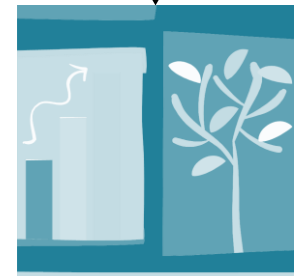
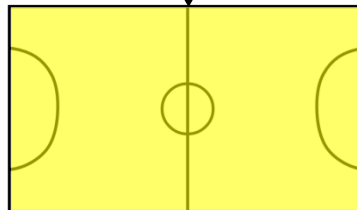
Locate on the screen surface and color-code accordingly.

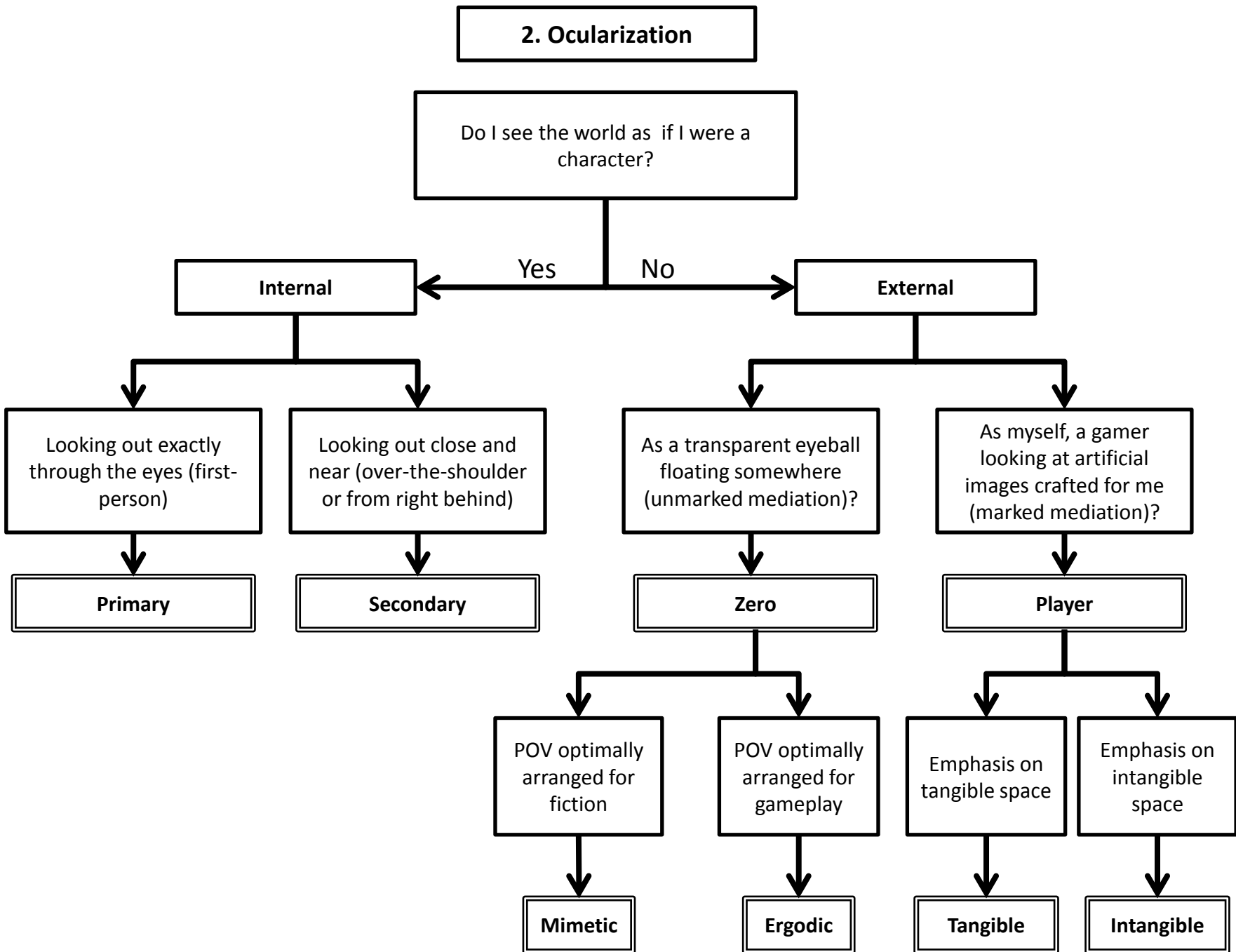
Color-code the tangible space according to its tri-planar construction

Agents (objects or characters that act or can be acted on, in pink)

Off-game environment (coextensive yet removed from the in-game environment, in light blue)

In-game environment (in yellow)





3. Framing Mechanisms

3a. Anchor

What is targeted by the frame and fixes the point of view?

A character or object that the screen tracks around

Subjective

A number of subjects around which the screen adjusts itself

Intersubjective

A certain location or environment, such as a room

Objective

No single identifiable thing

Anchorless

3b. Mobility

How is the frame's mobility controlled or experienced by the player?

The player directly controls the framing.

Unrestrained

The framing adjusts itself to track the anchor, according to the player.

Connected

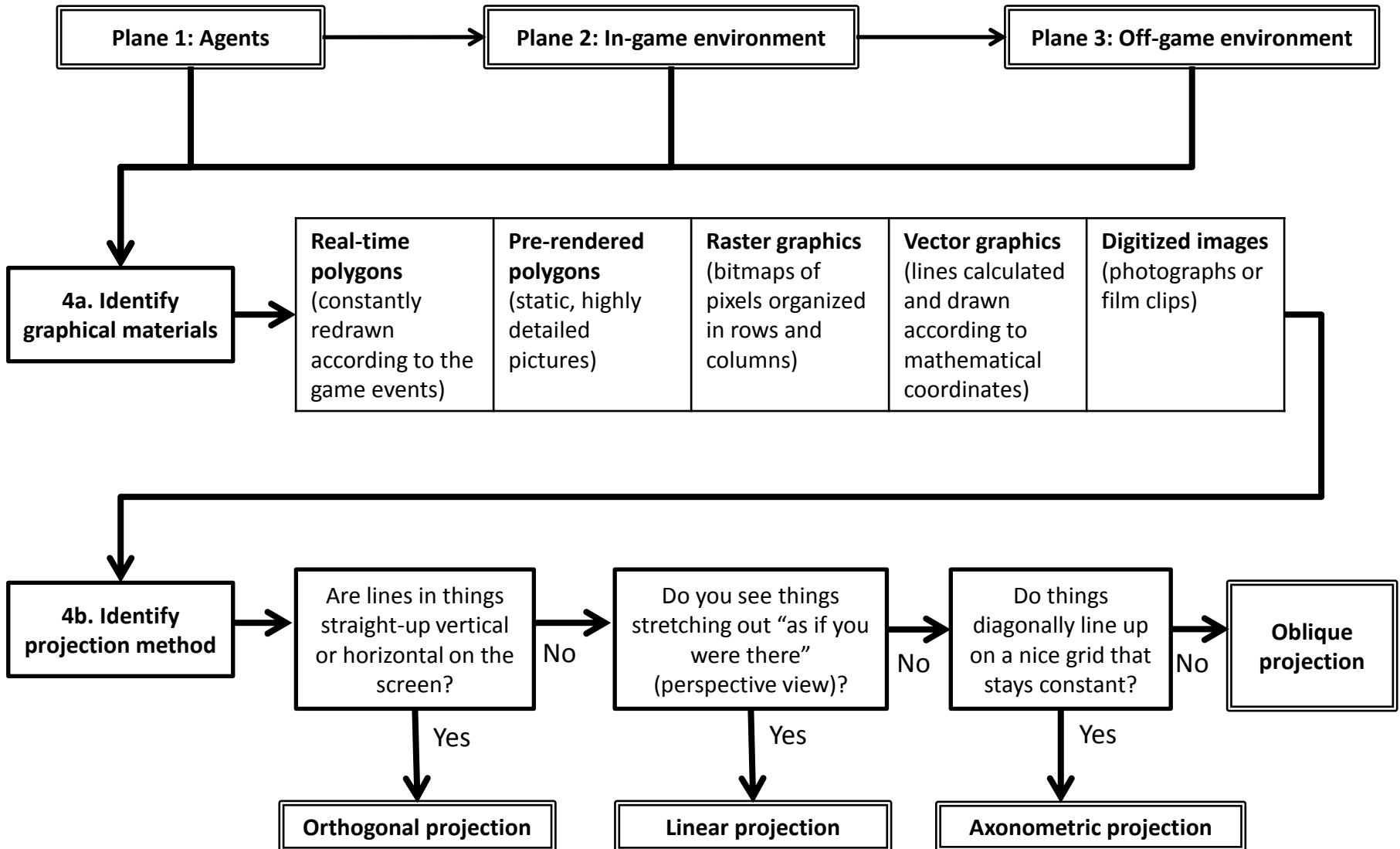
The game enforces the framing, against the player.

Authoritarian

The framing is immobile.

Fixed

4. Tri-planar construction of tangible space



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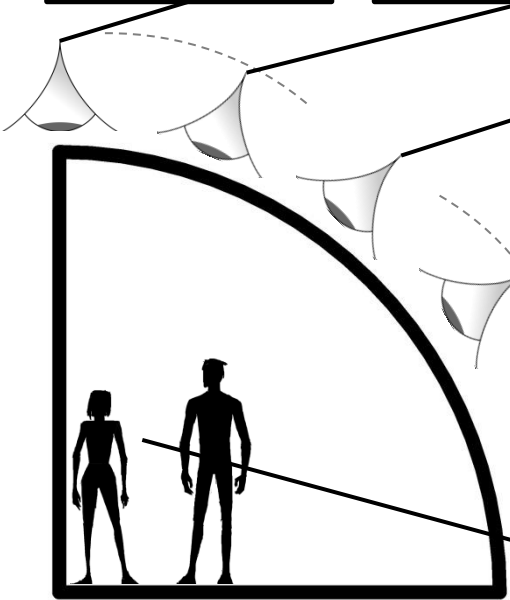


4c. Identify projection angle

Bird's eye view
90 degrees straight down; obscures vertical dimension

Top-down view
High vantage point; de-emphasizes vertical dimension

¾ view
Faithfully renders all three dimensions



Overview
Typical 3rd person view; minimizes character occlusion

Horizontal view
Typical side or rear view; de-emphasizes depth and causes character occlusion

"First-person" view