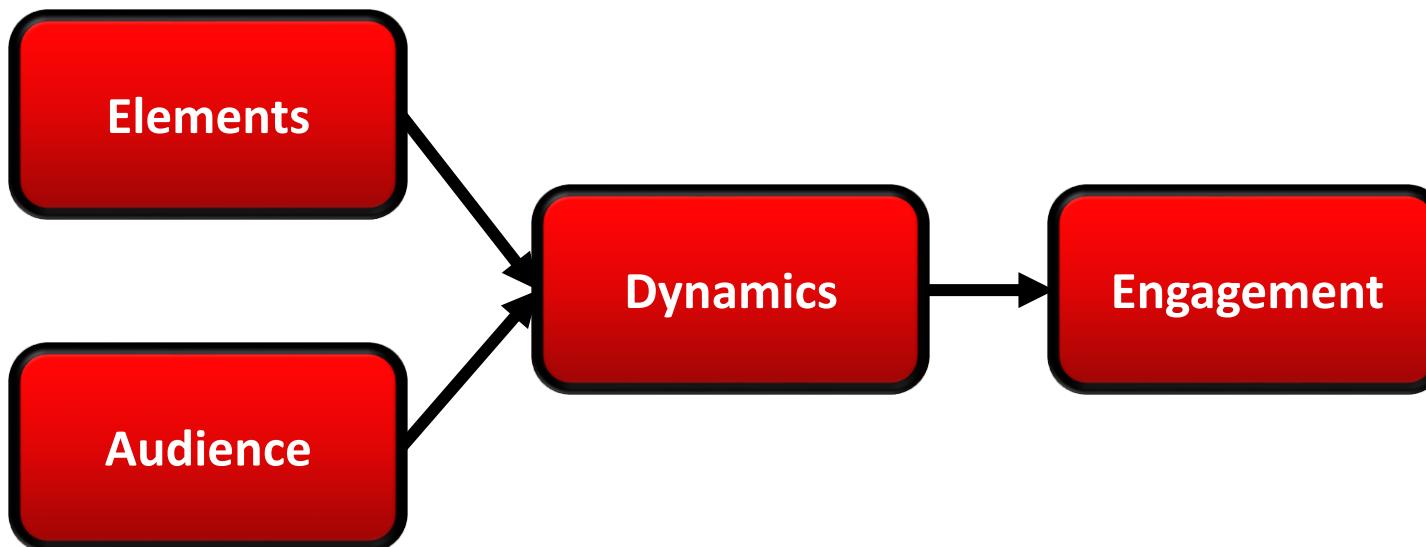


DES214 – Level Design Methods

Spatial Archetypes

DigiPen Institute of Technology

Spatial Archetypes



Spatial Archetypes

**How to build a level to
evoke certain
emotions?**

Spatial Archetypes



The Plains



The Cliff



The Mountain



The Valley



The Wall



The Crevice



The Hill



The Depression



The Bluff



The Hollow



The Outcrop



The Alcove

Spatial Archetypes

The Plains

Any large “flat” space with clear lines of sight.



Possibility	Endlessness
Openness	Loneliness

Spatial Archetypes

The Plains – Example



Desert (Journey)

Spatial Archetypes

The Cliff

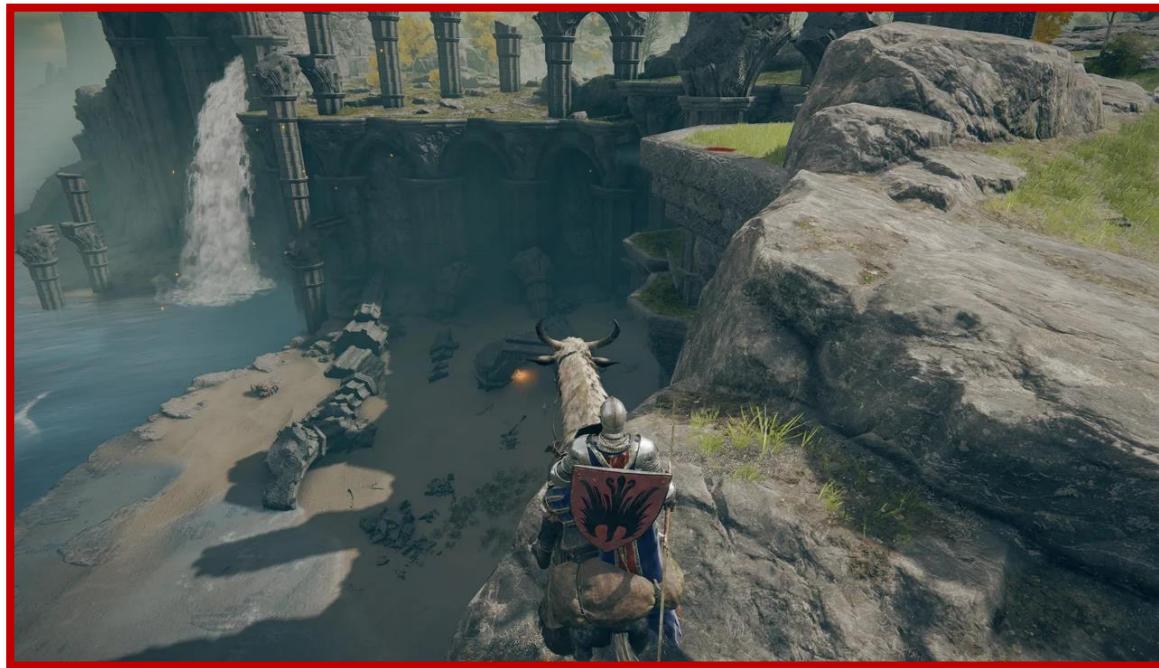
A steep vertical overhanging structure.



Division	Barrier
Point of No Return	Upper / Lower

Spatial Archetypes

The Cliff – Example



West Limgrave (Elden Ring)

Spatial Archetypes

The Mountain

A lofty peak, especially one that stands alone.



Rising Up	Aspiration
Accomplishment	Insurmountable

Spatial Archetypes

The Mountain – Example

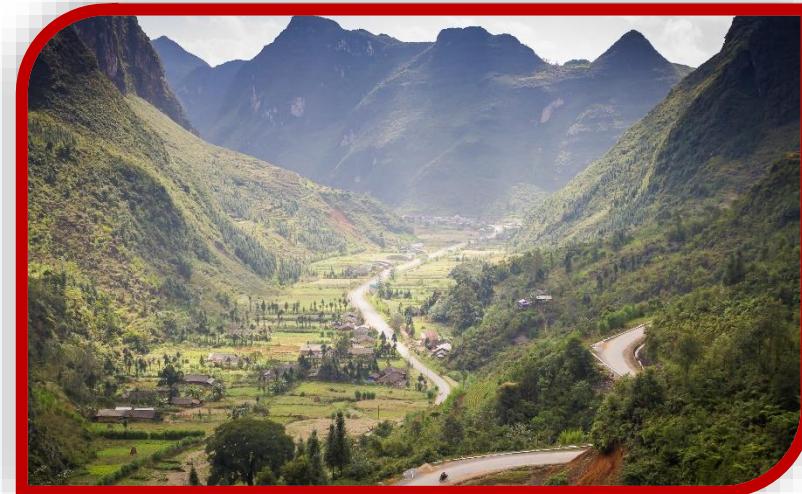


High Hrothgar (Skyrim)

Spatial Archetypes

The Valley

A large geographic depression surrounded high elevation terrain.



Safety	Seclusion
Inward Focus	Recovery

Spatial Archetypes

The Valley – Example

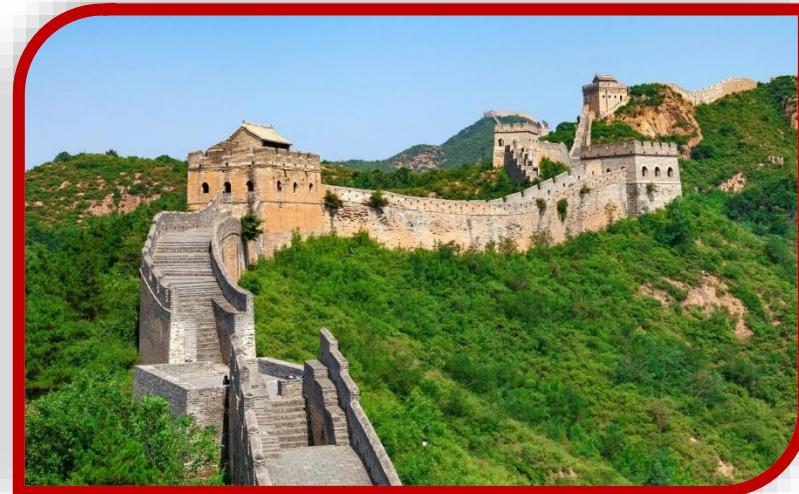


Rivendell (Lord of the Rings Online)

Spatial Archetypes

The Wall

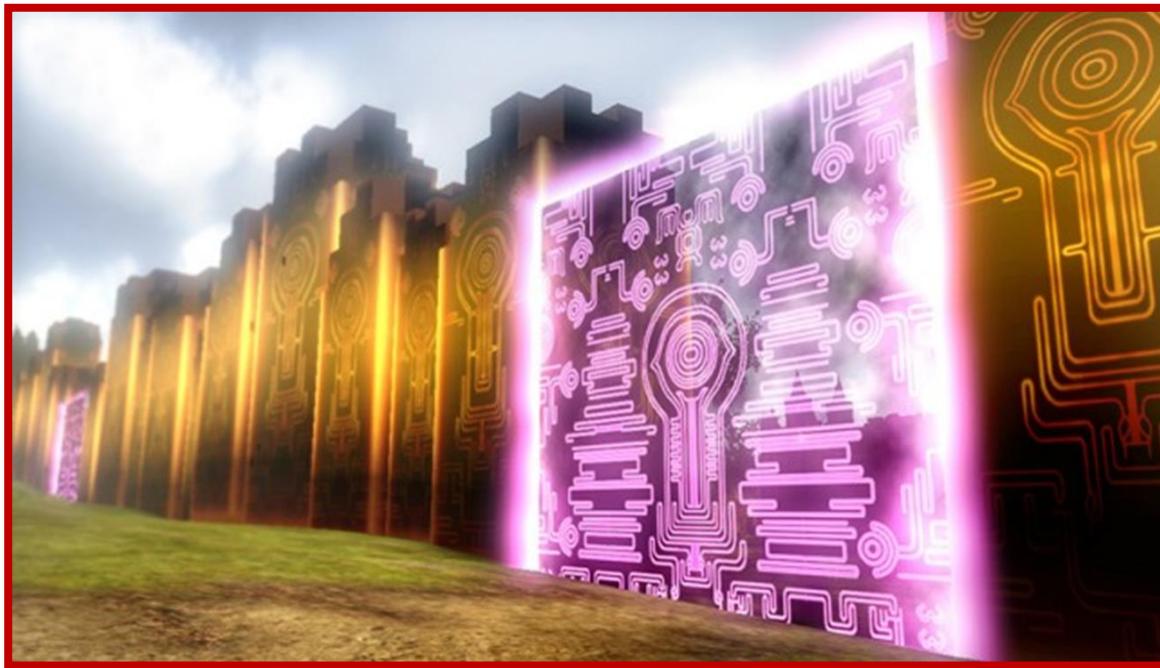
A broad barrier, either solid or perforated.



Division	Protection
Segregation	Containment

Spatial Archetypes

The Wall – Example



Twilight Field (Hyrule Warriors)

Spatial Archetypes

The Crevice

A split between two landmasses, restricting movement but not line of sight.



Division	Denial
Danger	Unknown

Spatial Archetypes

The Crevice – Example



Glacial Chasm (Skyrim)

Spatial Archetypes

The Hill

A significant rise that can be approach from any direction.



Rising Up	Superiority
Accomplishment	Surprise

Spatial Archetypes

The Hill – Example



Rolling Hills (Flower)

Spatial Archetypes

The Depression

A significant lowering in elevation that can be approached by any side.



Descent	Secret
Calm	Vulnerability

Spatial Archetypes

The Depression – Example



Refuge Pointe (World of Warcraft)

Spatial Archetypes

The Bluff

A big, broad ramp / wedge on one side and a steep cliff on the other.



Preview of the Future

Attainable

Moment of Calm

Defense

Spatial Archetypes

The Bluff – Example



Beartooth Point (Firewatch)

Spatial Archetypes

The Hollow

A depressed terrain that can easily be approached by a single side only.



Secrets	Safety
Defense	Privacy

Spatial Archetypes

The Hollow – Example



Brigand's Hollow (Lord of the Rings Online)

Spatial Archetypes

The Outcrop

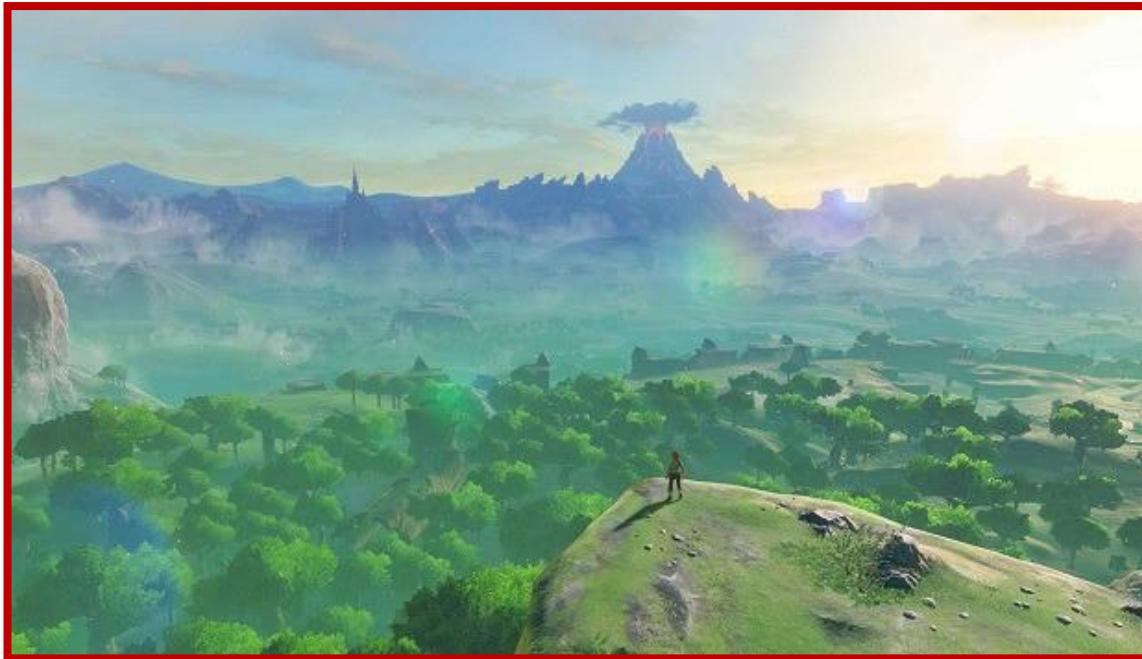
A small, elevated out-jutting overlook.



Vision	Victory
Vantage	Call to Adventure

Spatial Archetypes

The Outcrop – Example



Great Plateau (The Legend of Zelda: Breath of the Wild)

Spatial Archetypes

The Alcove

An indentation into a wall or cliff.



Safety	Rest
Mystery	Protection

Spatial Archetypes

The Alcove – Example



Sunken Ship (Assassin's Creed IV: Black Flag)

Spatial Archetypes



The Pillar



The Pit



The Tunnel



The Maze



The Opening



The Door



The Window



The Chamber



The Path



The Bridge



The Ramp

Spatial Archetypes

The Pillar

*A large vertical column.
Can serve as a landmark
or point of reference.*



Aspiration	Reverence
Goals	Rising Up

Spatial Archetypes

The Pillar – Example



Eldberg Lighthouse (The Witcher 3)

Spatial Archetypes

The Pit

A hole that serves as a one-way passage downwards.



Danger	Unknown
Imprisonment	Hopelessness

Spatial Archetypes

The Pit – Example

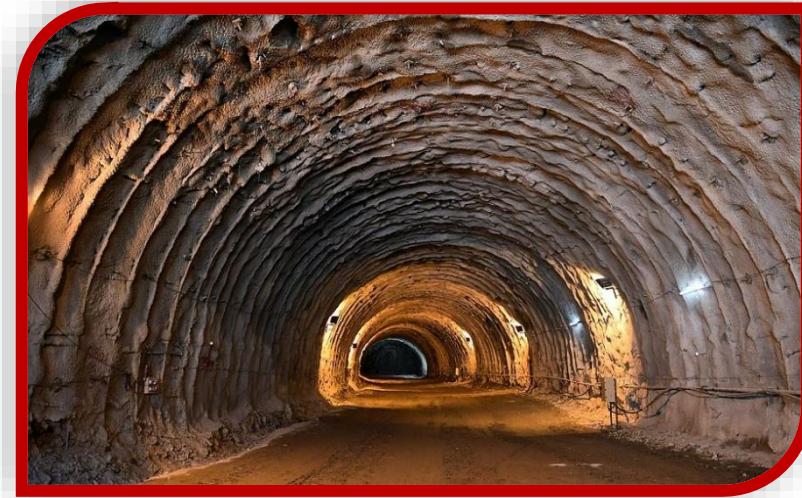


Hellmouth (Destiny)

Spatial Archetypes

The Tunnel

A linear enclosed passage with a single way forwards and backwards.



Guidance	Transition
Focus	Constriction

Spatial Archetypes

The Tunnel – Example



Tree Tunnel (Uncharted)

Spatial Archetypes

The Maze

A series of intersecting tunnels with no clear path, leading to a restricted area.



Secrets	Chaos
Transformation	Ordeal

Spatial Archetypes

The Maze – Example



Sacred Forest Meadow (The Legend of Zelda: Ocarina of Time)

Spatial Archetypes

The Opening

An unobstructed transition from one place to another.



Change	Invitation
Foreboding	Finality

Spatial Archetypes

The Opening – Example



The Dark Portal (World of Warcraft)

Spatial Archetypes

The Door

A closed barrier between two places. Often closed / locked but surmountable.



Change	Threshold
Passage	Segregation

Spatial Archetypes

The Door – Example



Sen's Fortress (Dark Souls)

Spatial Archetypes

The Window

A partial or full view of a different space that cannot be accessed directly.



Foreshadowing	Secrets
Separation	Aspiration

Spatial Archetypes

The Window – Example



Bathysphere (BioShock)

Spatial Archetypes

The Path

Any clear marking of an expected route of travel.



Speed	Reliability
Guidance	Flow

Spatial Archetypes

The Path – Example



Runner's Wild (Horizon Forbidden West)

Spatial Archetypes

The Bridge

A high connection between two otherwise separated spaces.



Connection	Threshold
Escape	Conflict

Spatial Archetypes

The Bridge – Example



Mondstadt Bridge (Genshin Impact)

Spatial Archetypes

The Ramp

A long and tall inclined used to connect places of different elevation.



Anticipation / Dread	Rise / Fall
Safety / Danger	Knowledge / Unknown

Spatial Archetypes

The Ramp – Example



Golden Lake Temple (Ghost of Tsushima)

Spatial Archetypes

The Chamber

Any enclosed space of significance wherein something important happens.



Decision	Anointment
Judgement	Sacrifice

Spatial Archetypes

The Chamber – Example



End Portal Room (Minecraft)

Spatial Archetypes

**Pick spatial elements
that will evoke the best
emotions at a given
moment**

Spatial Archetypes

Extra Material



[Ten Principles for Good Level Design](#)

Spatial Archetypes

Extra Material



[Level Design Workshop: Architecture in Level Design](#)

Thank You!

Questions?

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