

# GAT 315

## 3D Game Design I

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- Mon & Wed, 2pm – 4pm
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### Spatial Archetypes Continued & Techniques

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- More Spatial Archetypes
- Example Games
- Spatial Techniques



## SPATIAL ARCHETYPES CONTINUED

*Introduction to the Archetypal Forms of Space*

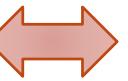
# Spatial Archetypes



The Plain



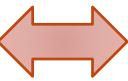
The Wall



The Crevice



The Pillar



The Pit



The Cliff



The Hill



The Depression



The Mountain



The Valley



The Bluff



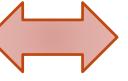
The Hollow



The Ramp



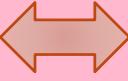
The Outcrop



The Alcove



The Tunnel



The Maze



The Path



The Opening



The Chamber



The Door



The Window



The Bridge



# THE OPENING

*Spatial Archetype*



# The Opening

## Definition

An opening is a potential entrance to or exit from a space, but a natural appearance adds an aura of the unknown.

- Exterior: Cave, large hole among tree roots, hole in an exterior wall, hole in the side of an underwater ship, large gap between two walls or a broad gate
- Interior: Ragged hole in a wall, grotto entrance off a larger cavern system, opening to a new room

## Purpose

- Transition from one space to another, psychologically prepares the player for a change
- Provides a new short-term goal
- Metaphorically represents change, invitation, foreboding, danger, or safety



# Opening Example – LotRO



West Entrance to Moria



# Opening Example – Assassin's Creed III



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Underground Temple



# Opening Example – WoW



Trade District Gate



# THE BRIDGE

*Spatial Archetype*



# The Bridge

## Definition

A bridge marks a transition from one space to another that is otherwise unconnected, but also provides an overlook of areas of interest.

- Exterior: Bridge, aqueduct, top of a wall between two towers, tree across a chasm
- Interior: Bridge, rafter, catwalk

## Purpose

- Crosses between two distinct spaces
- Overlook of things below for foreshadowing or narrative.
- Excellent place for a confrontation
- Metaphorically represents a threshold, transition, conflict, or escape

# Bridge Example – LotRO



Bridge of the Seven Fathers in Moria

# Bridge Example – LotRO



Another Bridge in Moria

# Bridge Example – Hyrule Warriors



Land of Twilight – Eldin Bridge



# THE TUNNEL

*Spatial Archetype*



# The Tunnel

## Definition

The tunnel represents a linear, closed passage within which there is just one way forward and one back, often used as a connection between two chambers.

- Exterior: Train tunnel, forest path, mine shaft
- Interior: Dungeon or building corridor with few exits, air duct

## Purpose

- Guides the player to a specific space
- Allows transition from one space to another
- Excellent place for a conflict or a trap
- Metaphorically represents transition, constriction, limitation, or focus



# Tunnel Example - WoW



Tunnel to the Wetlands

# Tunnel Example – Uncharted



Tree Tunnel



# THE MAZE

*Spatial Archetype*



# The Maze

## Definition

**A maze is a series of intersecting tunnels without a clear dominant path.**

- Exterior: Badlands, city with a lot of dead end streets, hedge maze
- Interior: Dungeon, hidden passages, labyrinthine office building, sewers, tomb complex

## Purpose

- Protector of a special treasure or enemy
- Passage to a restricted place that is not otherwise accessible
- Shortcuts to other places gained through mastery of the maze
- Metaphorically represents confusion, enlightenment, transformation, exploration, secrets, chaos, order, death, or rebirth



# Maze Example – Assassin's Creed III



New York Underground



# Maze Example – LoZ: Ocarina of Time



Sacred Forest Meadow



# THE DOOR

*Spatial Archetype*



# The Door

## Definition

A door conveys a barrier between segments, or a specific challenge to be overcome. Not just every door is an archetypal example.

- Door can be opaque, giving a sense of mystery beyond, or transparent (like a portcullis) to provide a glimpse of things to come. A door can be locked, open, or restricted.
- Exterior: City gates, guarded fortification in a mountain pass, magical portal
- Interior: Entrance to a Chamber

## Purpose

- Mark a major transition between two spatial environments
- Provide a challenge to overcome or a goal to be achieved
- Locking behind you can impel the player forward.
- Metaphorically represents a threshold, a change, or a challenge

# Door Example - LotRO



Door to Moria

# Door Example - WoW



Hellgate Peninsula – Dark Portal



# THE WINDOW

*Spatial Archetype*



# The Window

## Definition

**The window provides an opportunity to view another space that cannot be accessed right now.**

- Low window: sense of superiority, high window: sense of the unachievable or inferiority, standard height window: sense of thing to come or just achieved.
- Exterior: Window into a building, break in the trees, crack in a cliff face
- Interior: Crack in a wall, view of the exterior, window to another chamber

## Purpose

- Great for foreshadowing or showing a cutscene
- Hint of a secret space
- Provide a sense of separation or longing
- Metaphorically represents separation, isolation, or aspiration



# Window Example – Assassin's Creed IV



Shipwreck Window



# Window Example – Bioshock



Bathysphere Intro Video



# Window Example – Mass Effect 2



Zakera Ward



# THE CHAMBER

*Spatial Archetype*



# The Chamber

## Definition

A chamber is any room of significance, not just a standard room. Something of significance happens here.

- Exterior: Forest clearing, mountain glade, courtyard
- Interior: Large room, big cavern, cathedral nave

## Purpose

- Major setting for an event, activity, cut scene, battle, or narrative moment
- Place to make a significant decision (such as which path to follow)
- Metaphorically represents a location of importance to the game



# Chamber Example – LotRO



The 21<sup>st</sup> Hall in Moria



# Chamber Example – Assassin's Creed III



New York Underground – Door Opening Puzzle Chamber



# Chamber Example – AC Unity





# THE PATH

*Spatial Archetype*



# The Path

## Definition

**A path is any clear marking of expected route of travel.**

- Exterior: Road, forest path, mountain ledge, stepping stones, raised walkway
- Interior: Carpet runner, footprints, blood trail, primary color stonework floor

## Purpose

- First and foremost, it guides the player
- Metaphorically represents speed, the known, the reliable, safety, or danger

# Path Example - WoW



Hillsbrad Foothills/Silverpine Forest



# Path Example – MYST



Channelwood Age

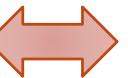
# Spatial Archetypes Recap



The Plain



The Wall



The Crevice



The Pillar



The Pit



The Cliff



The Hill



The Depression



The Mountain



The Valley



The Bluff



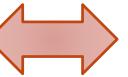
The Hollow



The Ramp



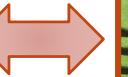
The Outcrop



The Alcove



The Tunnel



The Maze



The Path



The Opening



The Chamber



The Door



The Window



The Bridge



# SPATIAL TECHNIQUES

*Techniques for Making Use of Spatial Archetypes*

# Archetype Techniques

- **Landmarks**
  - Landmarks are incredibly important to avoid getting lost
  - Use archetypal landmarks to orient the players in a space
- **Archetypes can Build Anticipation or Accomplishment**
  - Give glimpses of what you will see later with spatial foreshadowing
  - Partial glimpses are often more impactful than full view when revealed in full later.
  - Make use of look-backs as the opposite of foreshadowing to remind you of your accomplishments – cinematic camera, or a path that winds back along a cliff edge showing the space you just traversed



# Archetype Techniques

- **Descending and Ascending**
  - Each has a certain psychological feel
  - Don't climb a tower to defeat evil demons, but maybe overthrow tyrannical angels
- **The Rise and the Fall**
  - Mixture of ascending and descending
  - Combine them to mirror what is going on narratively
  - Reinforce the story with archetypes
    - Suffer a major defeat → fall down the mountain
- **Shrinking and Growing**
  - If the character shrinks, there is a sense of danger or powerlessness, but gains the ability to hide
  - If the character grows, there is a sense of power, but also a sense of clumsiness

# Combining & Contrasting Archetypes

- **Combining Archetypes Enhances Effectiveness**
  - Pillar on a Plain or in a Maze
  - Pit in a Plain
  - Mountain on a Plain
  - Valley in a Plain
- **Contrast Spaces to Accentuate Changes (small to big)**
  - Exiting Tunnel or a Crevice onto a Plain
  - Air ducts (Tunnels) into a large Chamber
- **Leverage Archetypes to Create Epic Reveals**
  - Slow reveal of a Pillar by cresting a Hill
  - Sudden reveal by turning a corner in a Tunnel or Crevice

# General Spatial Techniques

- **Varied Ceiling and Floor Heights**
  - Sections off areas of a larger space without the use of walls
  - Makes each area feel like a distinct space
- **Stepping Stones**
  - Functions like a path, but may require trivial jumps to move from point to point
  - Changes the movement aesthetic and provides variety to an otherwise mundane mechanic
  - Provides variation in exploration and can be used to get the player's attention
  - Subtle way of enforcing certain approaches and can distract from environmental changes

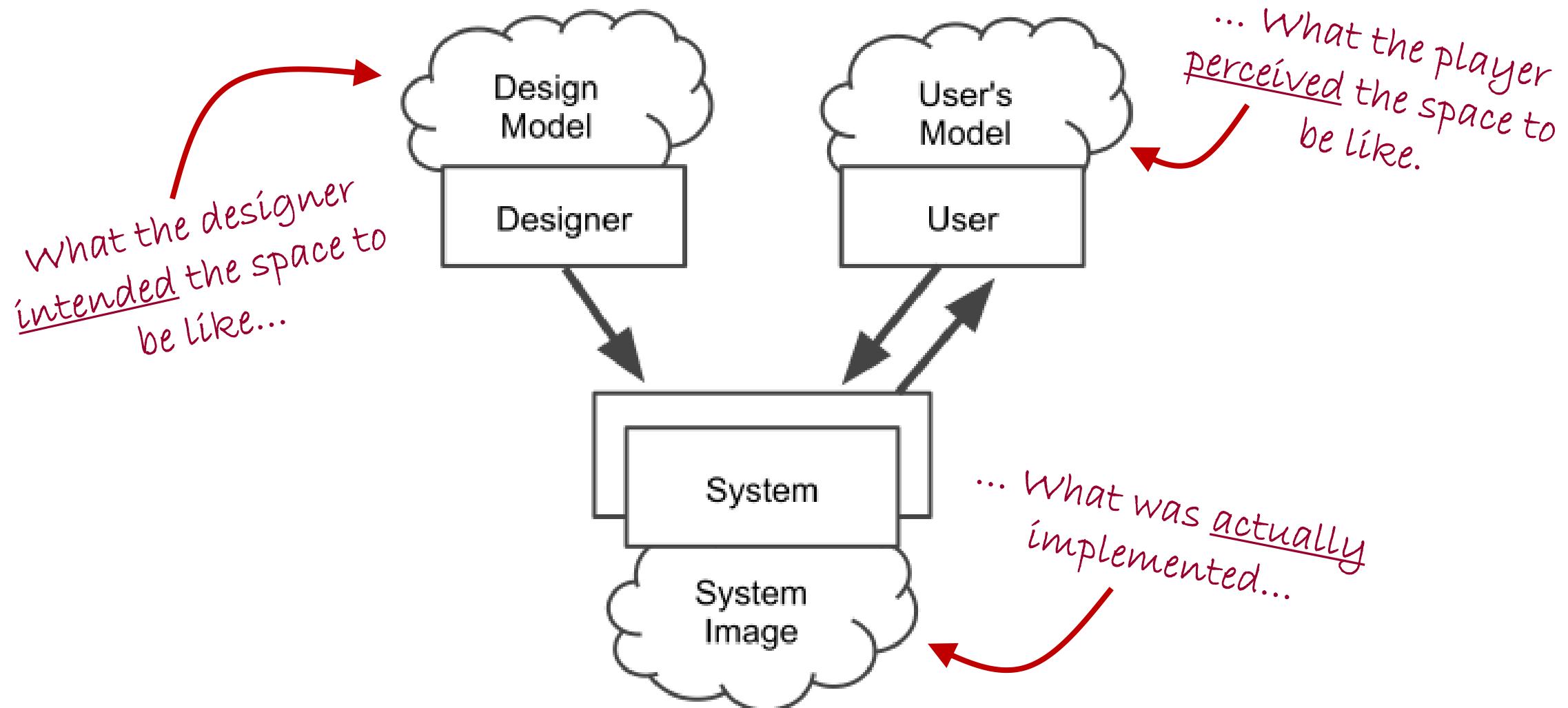
# Spatial Symbolism

- Hierarchical Scale
  - Make important items “larger than life” to make them stand out
- Realism vs. Symbolism
  - A natural instinct is to go for realism, but that can lose the *feel* of a place (or the memory)
  - Create the *symbol* of the environment in the player’s mind



EverQuest – Faydark Forest/Kelethin

# Conceptual Models of Play Space





See You Next Class