

# Geschichte und Ästhetik von Film, Fernsehen und Neuen Medien II

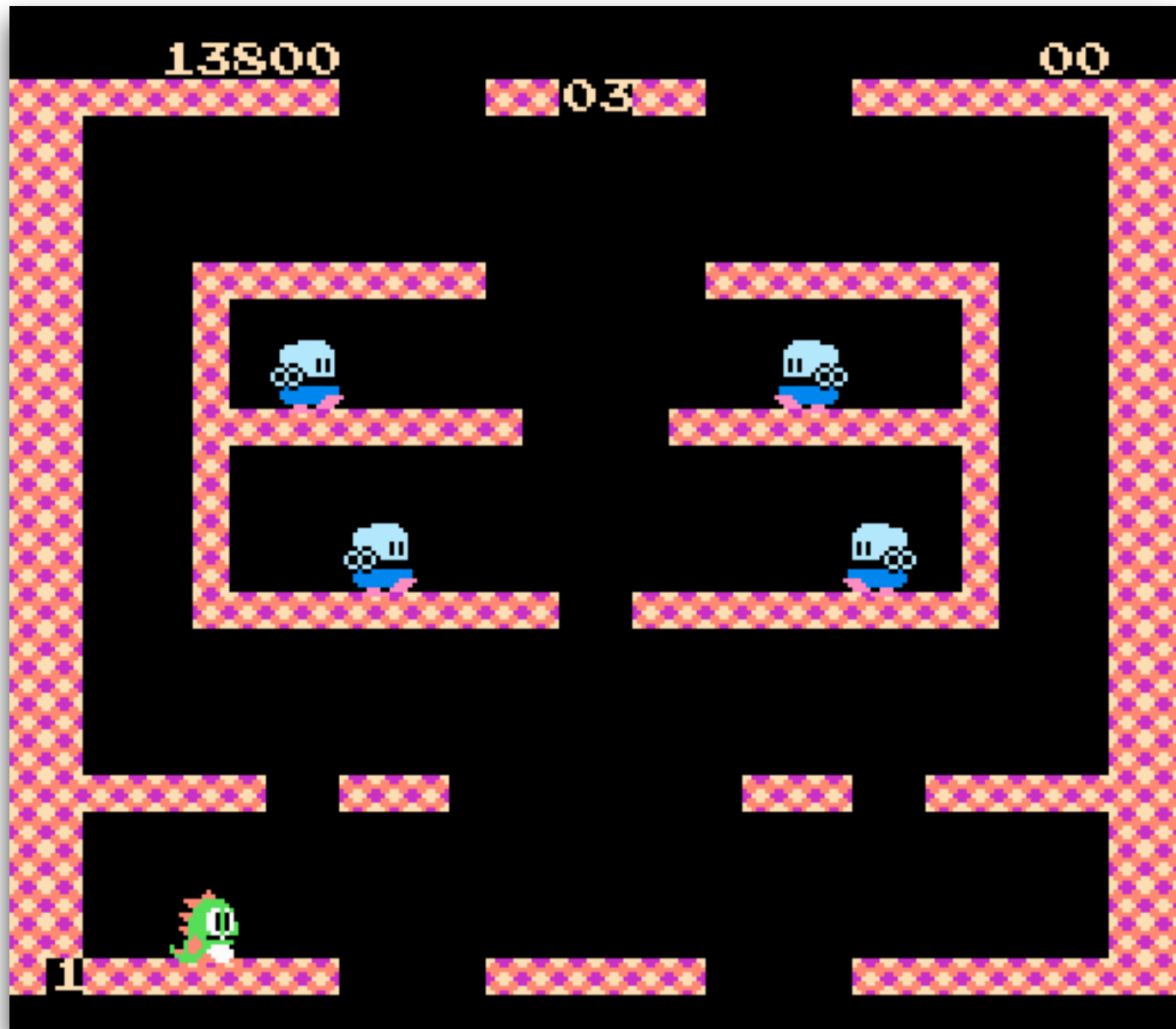
Spielraum

Prof. Dr. Jochen Koubek



# Grafische Darstellung

# 2D



Bubble Bobble, 1986



Scramble, 1981

# 2.5 D

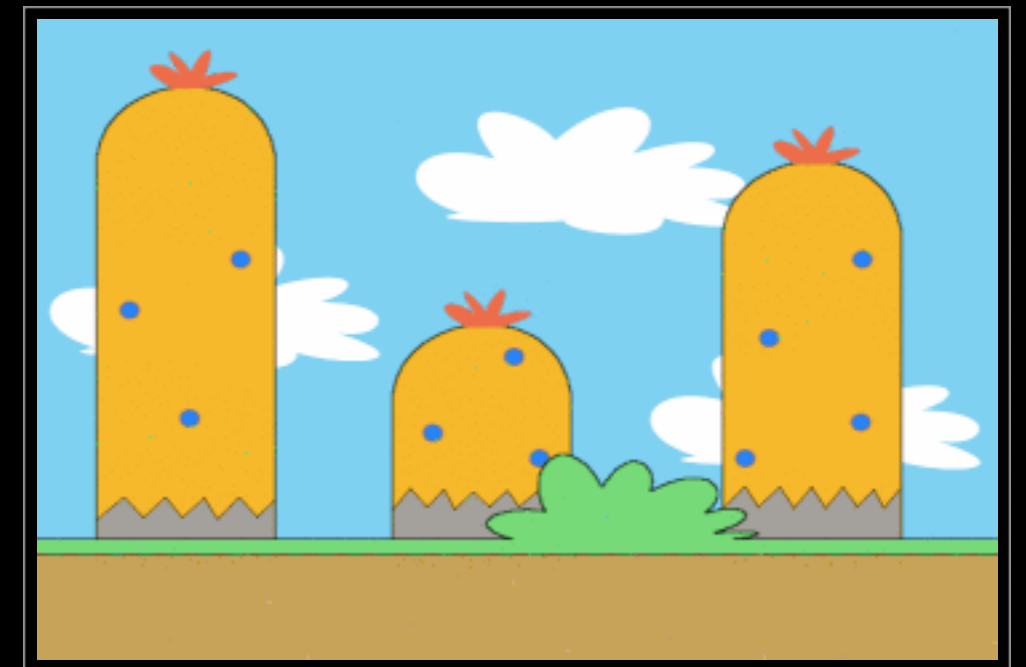
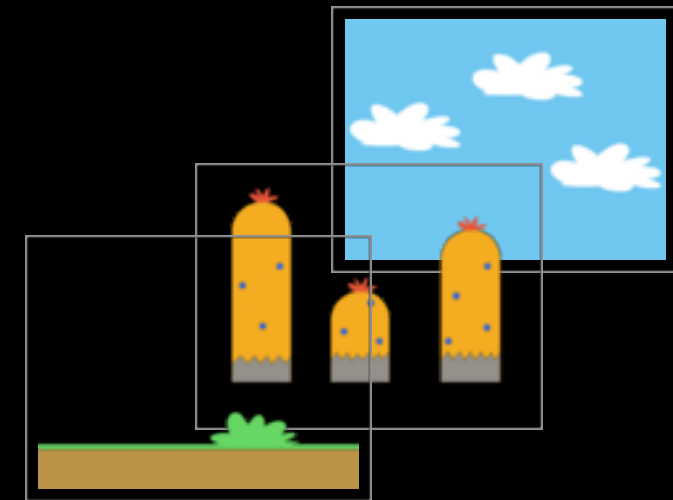


Street Fighter IV, 2008



Gradius V, 2004

# Parallax Scrolling

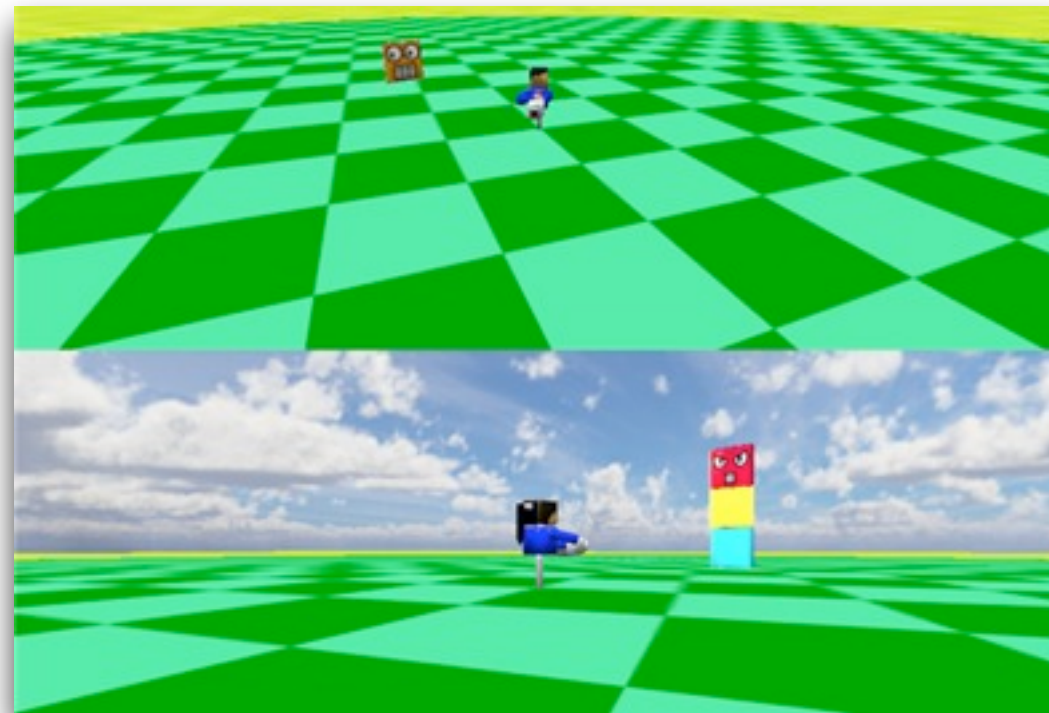


Moon Patrol, 1982

# 3D-Ansicht



First-Person  
Elite, 1984



Second-Person  
Second-Person-Shooter Zato, 2011



Third-Person  
Crash Bandicoot, 1996

# Zentralperspektive



Doom, 1993



Half Life 2, 2004

# Isometrische Projektion



Zaxxon, 1982



Sim City 2000, 1993



# Tiled Environments

im Gegensatz zu continuous environment

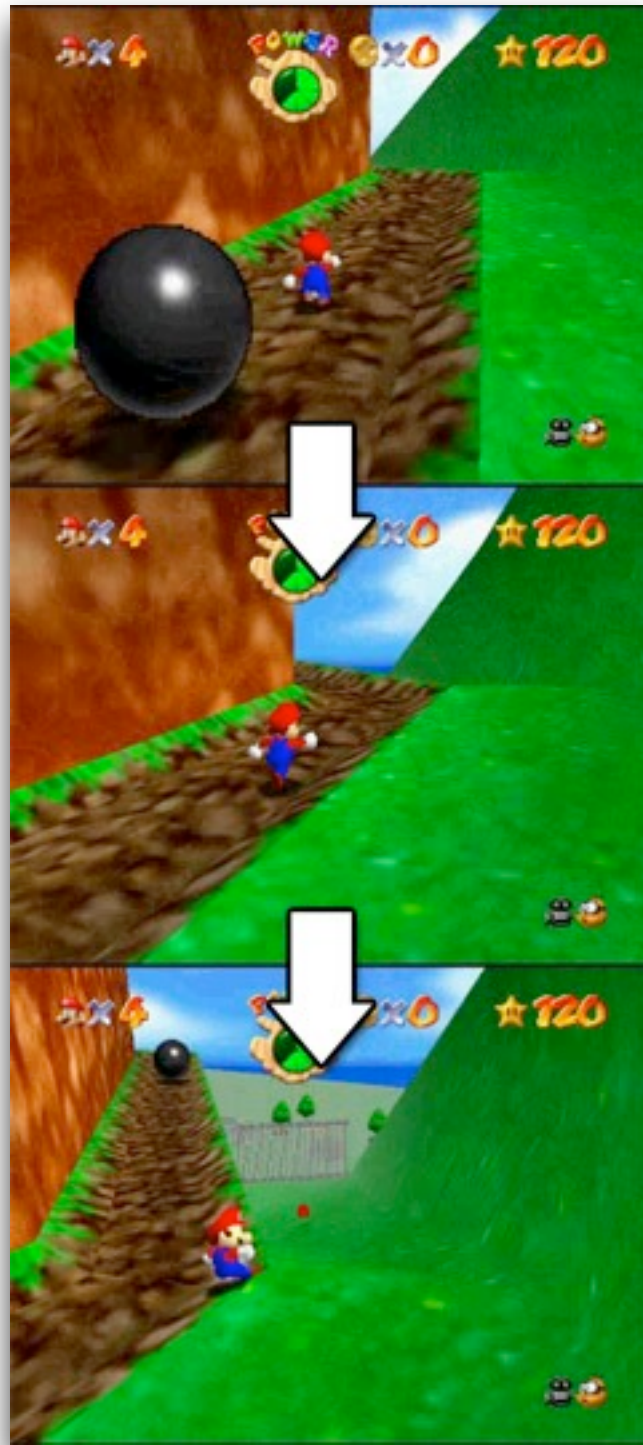


Ultima I, 1980 (1986)



NetHack, 1987

# Virtual Camera System



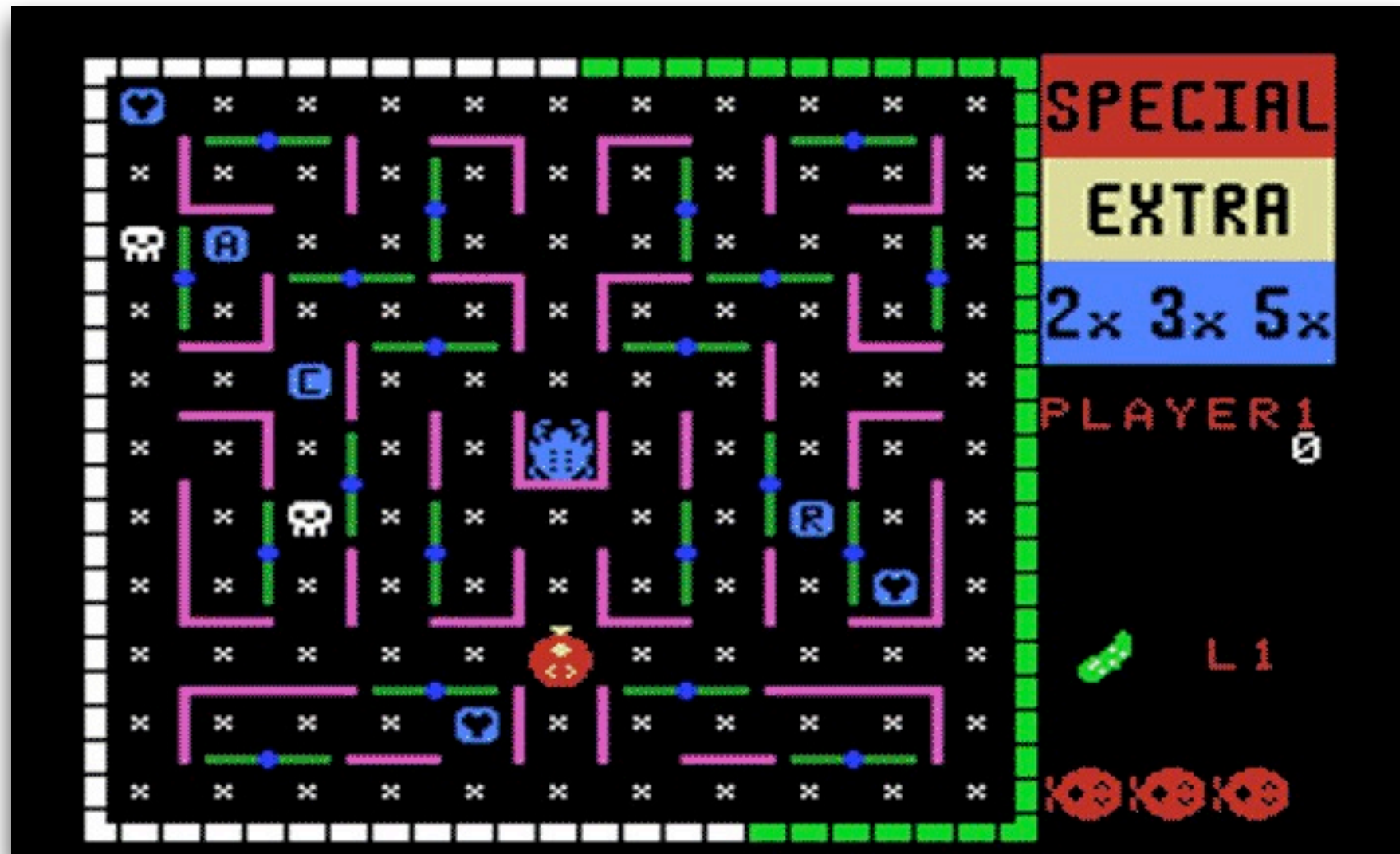
Super Mario 64, 1996



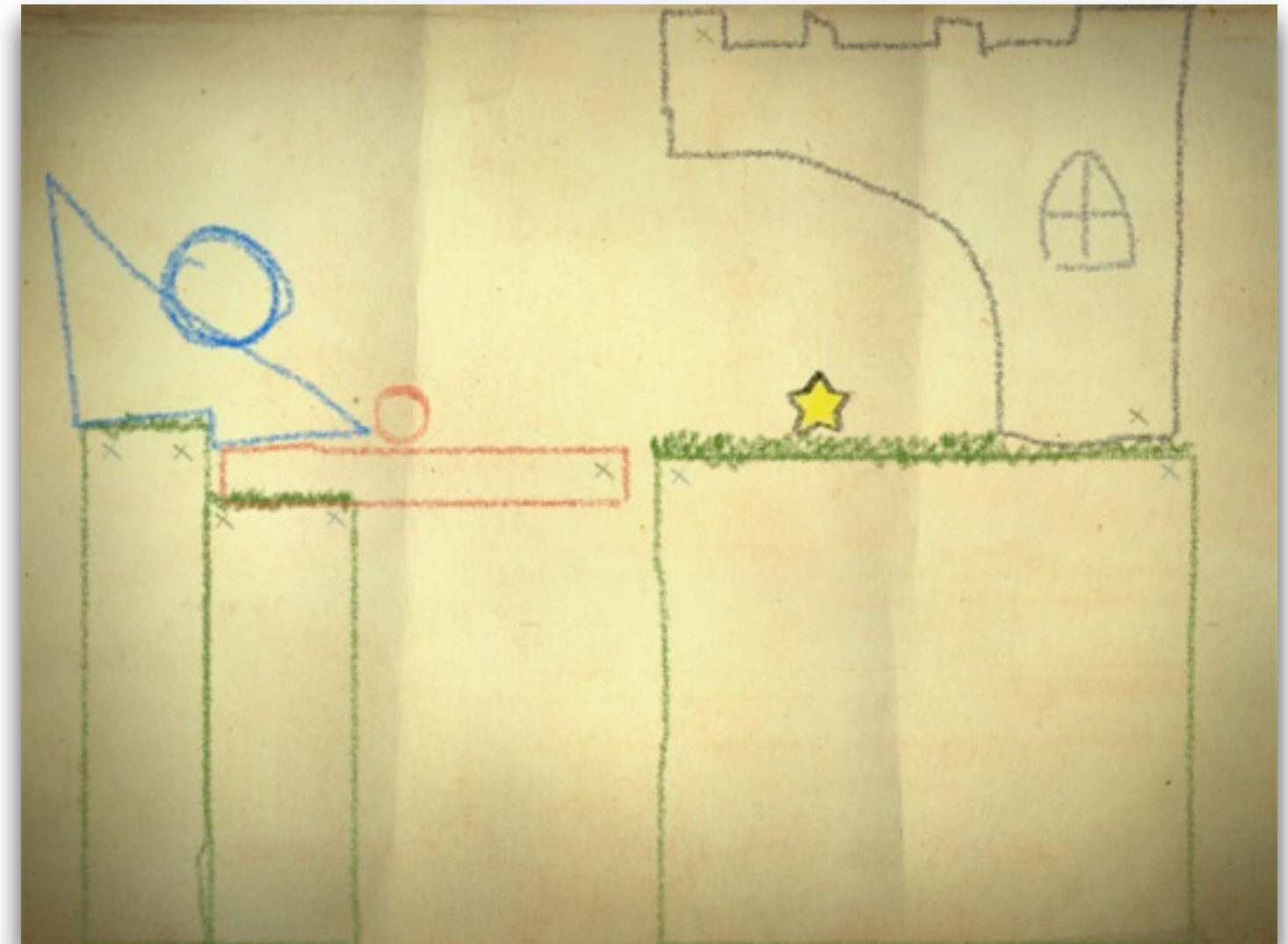
Virtua Fighter, 1993

# Bewegungsformen

# Fixed Screen

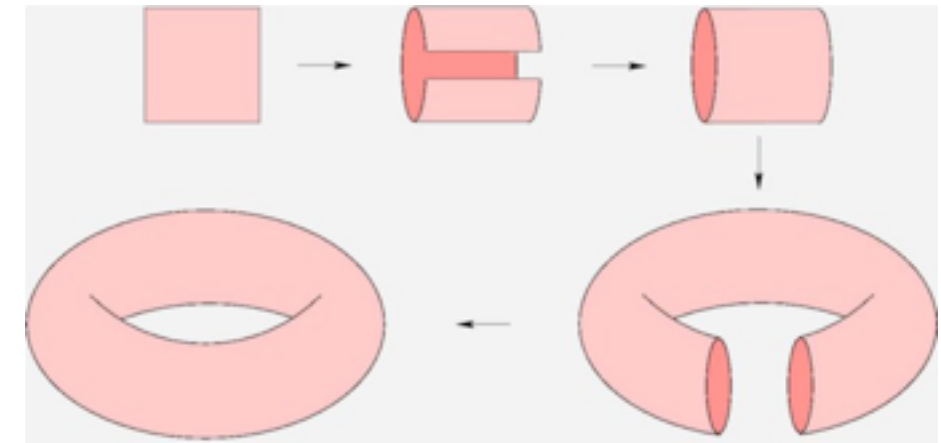


Lady Bug, 1981



Crayon Physics Deluxe, 2009

# Wrap Around (Flat Torus)



Pac Man, 1980



Asteroids, 1979

# Flip-Screen



Berzerk, 1980



Legend of Zelda, 1986

# Vertical / Horizontal Scroll



1943, 1987



Great Giana Sisters, 1987

# XY-Scroll



Paradroid, 1985



Fancy Pants Adventures, 2006



# Z-Scroll

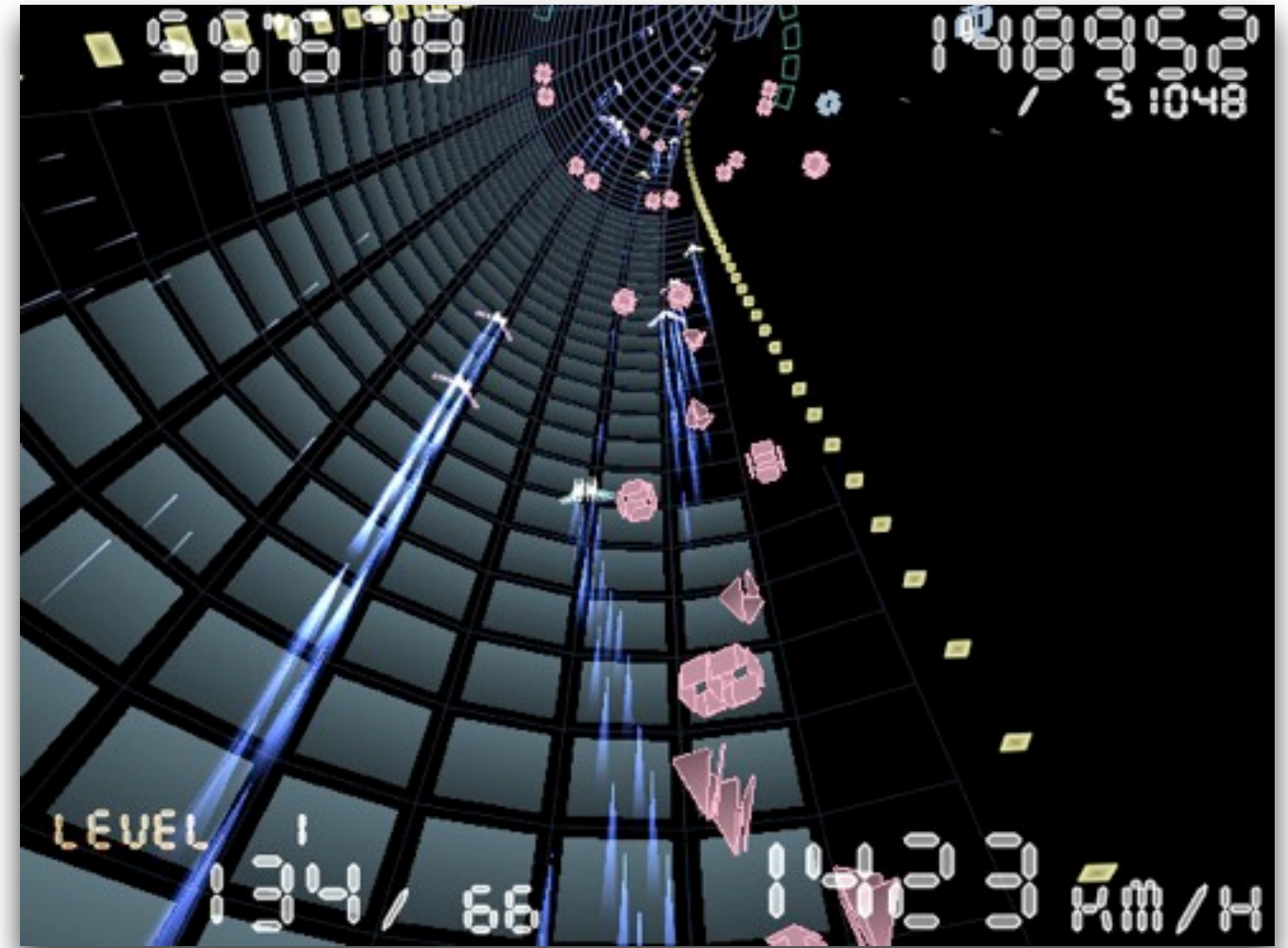


F1 World Grand Prix, 1998

# Rail / Tube-Scroller



Space Harrier, 1985



Torus Trooper, 2005

# 1D-, 2D-Bewegung

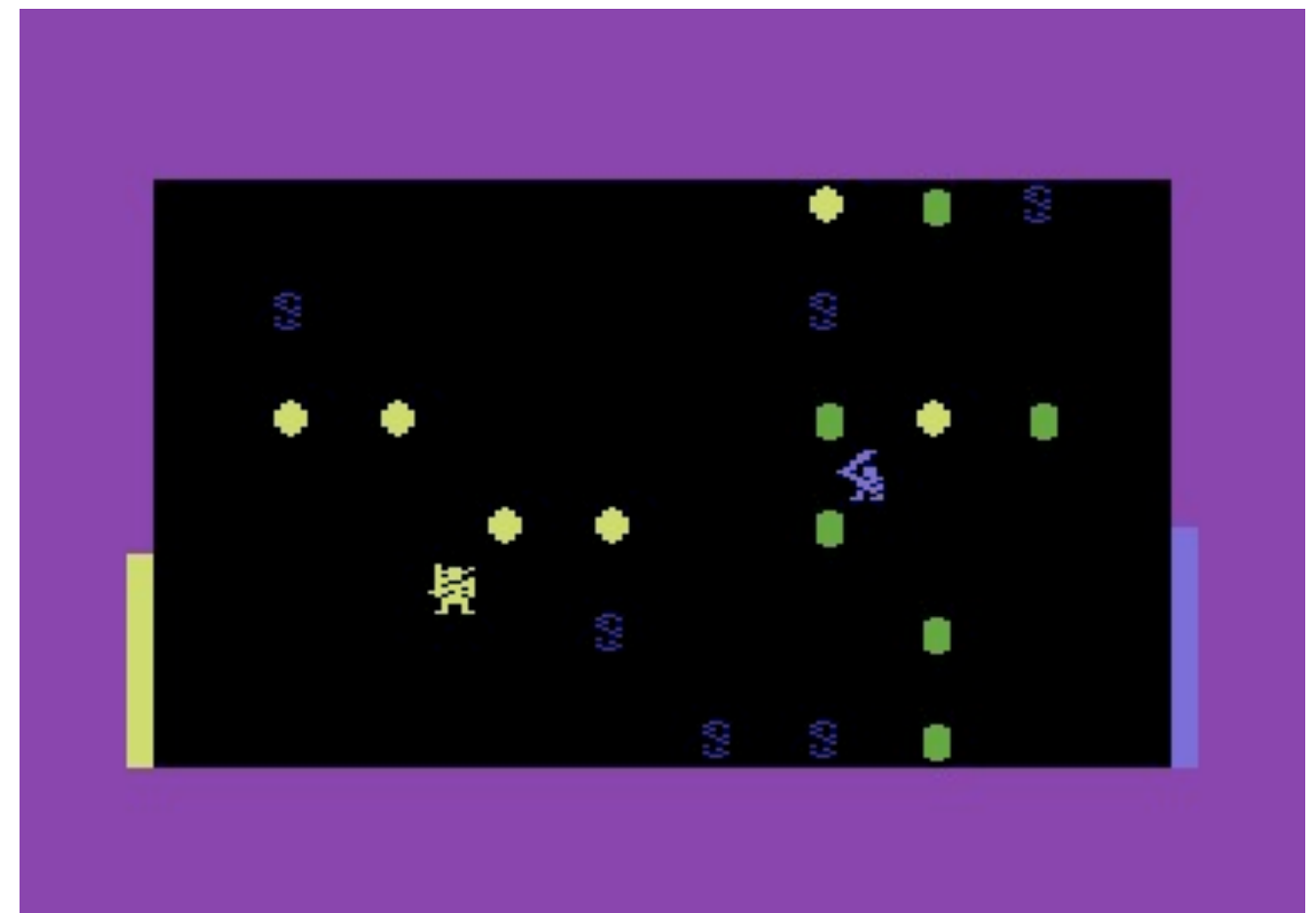


Arkanoid, 1986



Pengo, 1982

# Tiled Movement | Continous Movement



# 1.5D-, 2.5D-Bewegung



Super Mario Bros, 1986

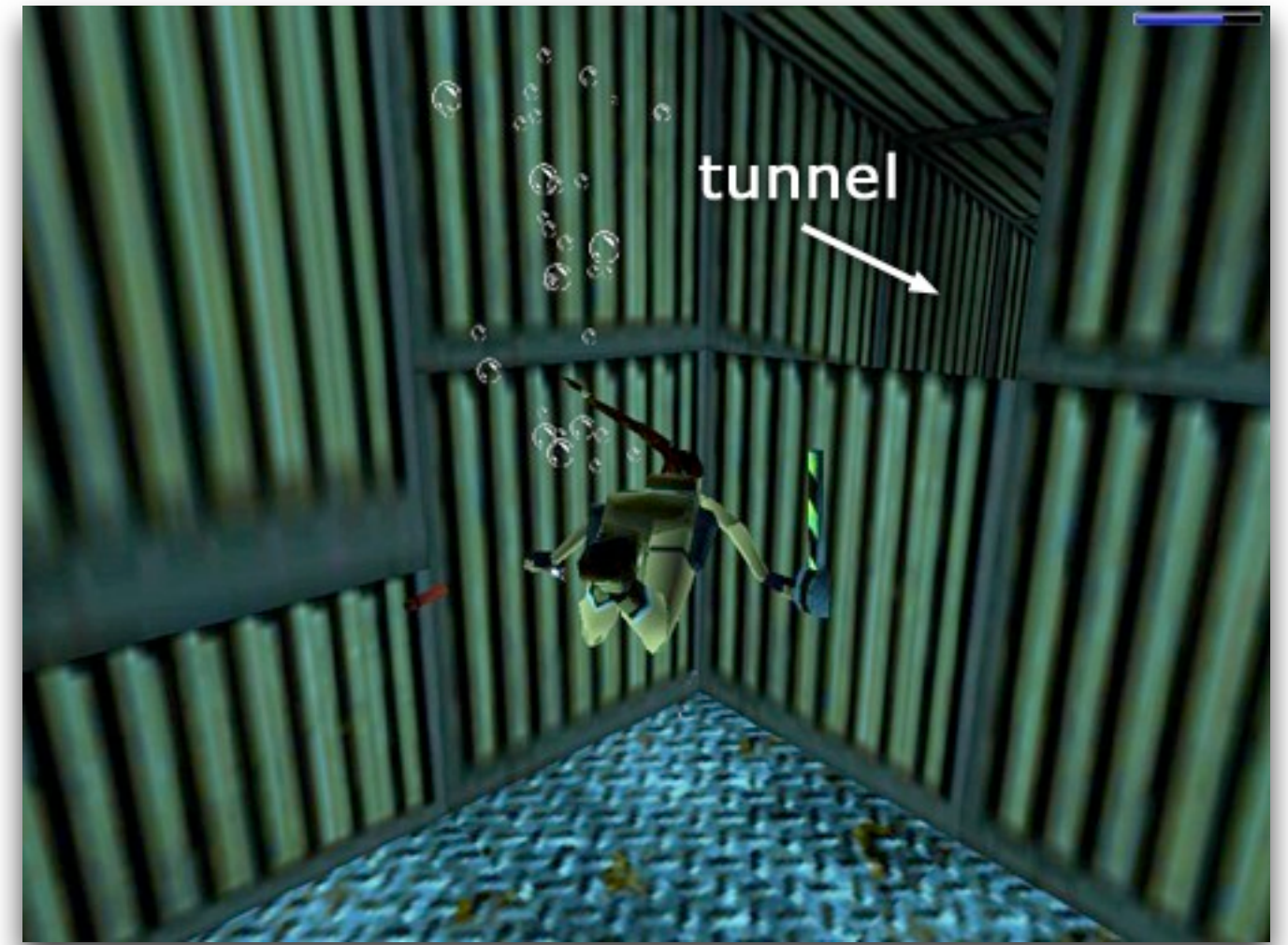


Tomb Raider, 1996

# 3D-Bewegung



Descent, 1995



Tomb Raider II, 1997