

TOWARDS A COMMON SPATIAL ANALYSIS

VIDEO GAMES AND ARCHITECTURE



MASTER ARCHITECTURE PROJECT USING UNITY



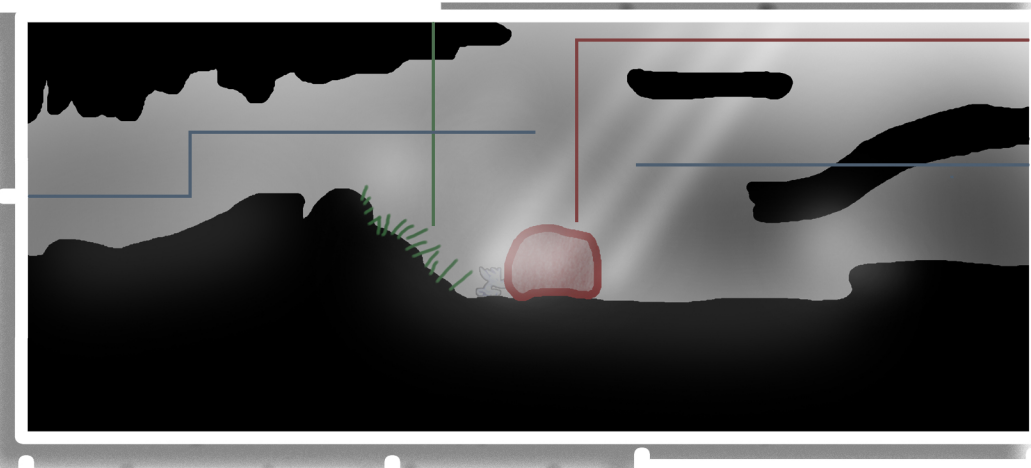
MASTER THESIS

Backing up after a hazard, we breathe. Break after exercise

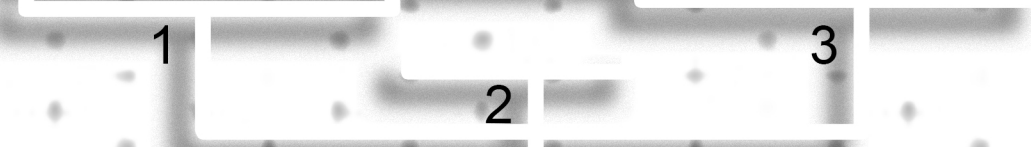


Unique element in the setting that creates a visual impact

Generous space. We are no longer in a corridor space where the only function is the journey



Zenithal light bath. The location provides a certain



Small topographic transition, the interplay of full and empty spaces is clear, from a «tunnel» location (1), we end up in front of a location with several possible paths (3). So, we rest to analyse the place (2)

STATE OF ART

S T O R Y

The study of the interactive spaces regarding the prism of architecture is a hypothesis confirmed around the 1990s in relation with the generalisation of 3D. At that time, a wave of games promoted the application of architecture and architects in their design.

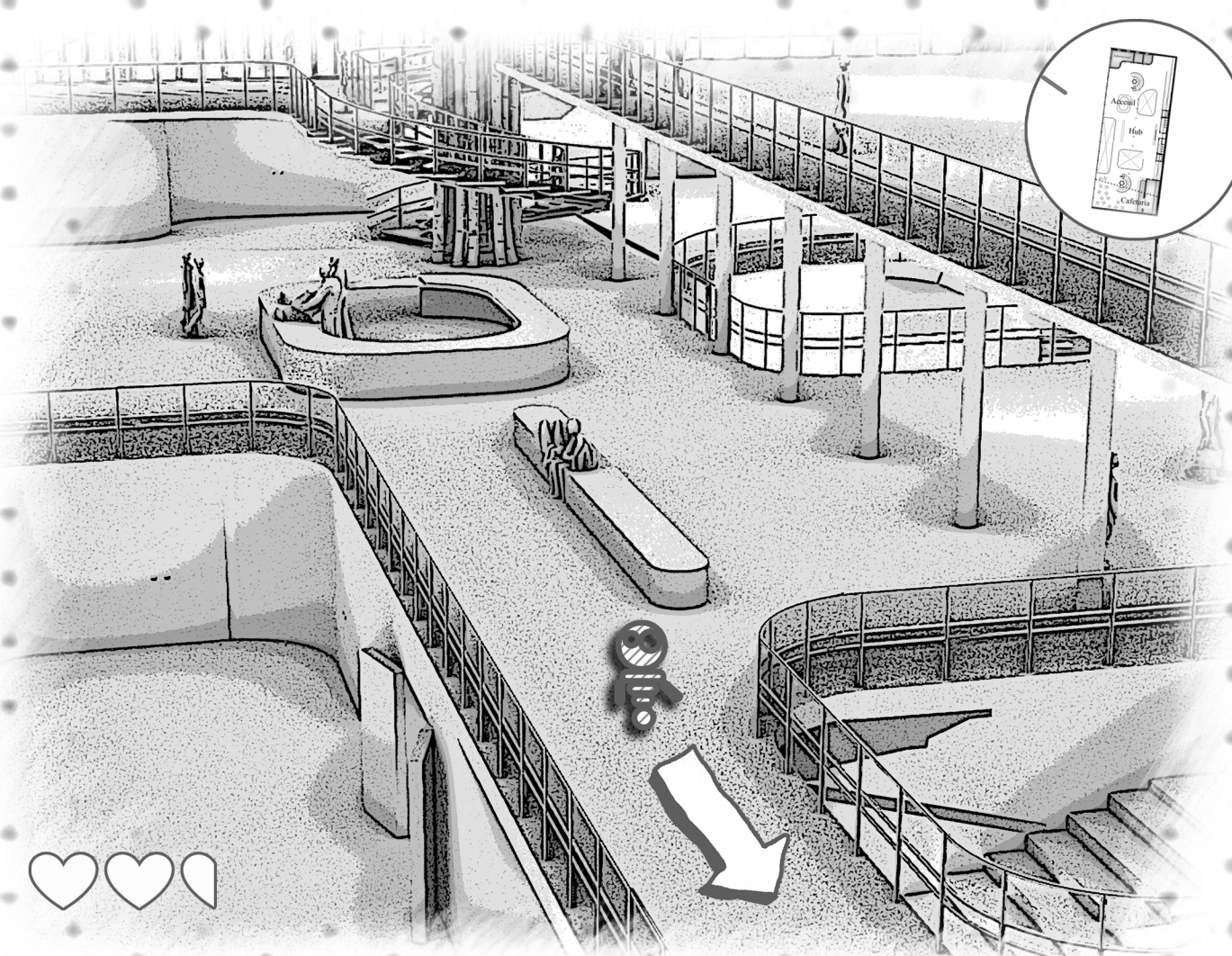
B I B L I O G R A P H Y



OBJECTIVE

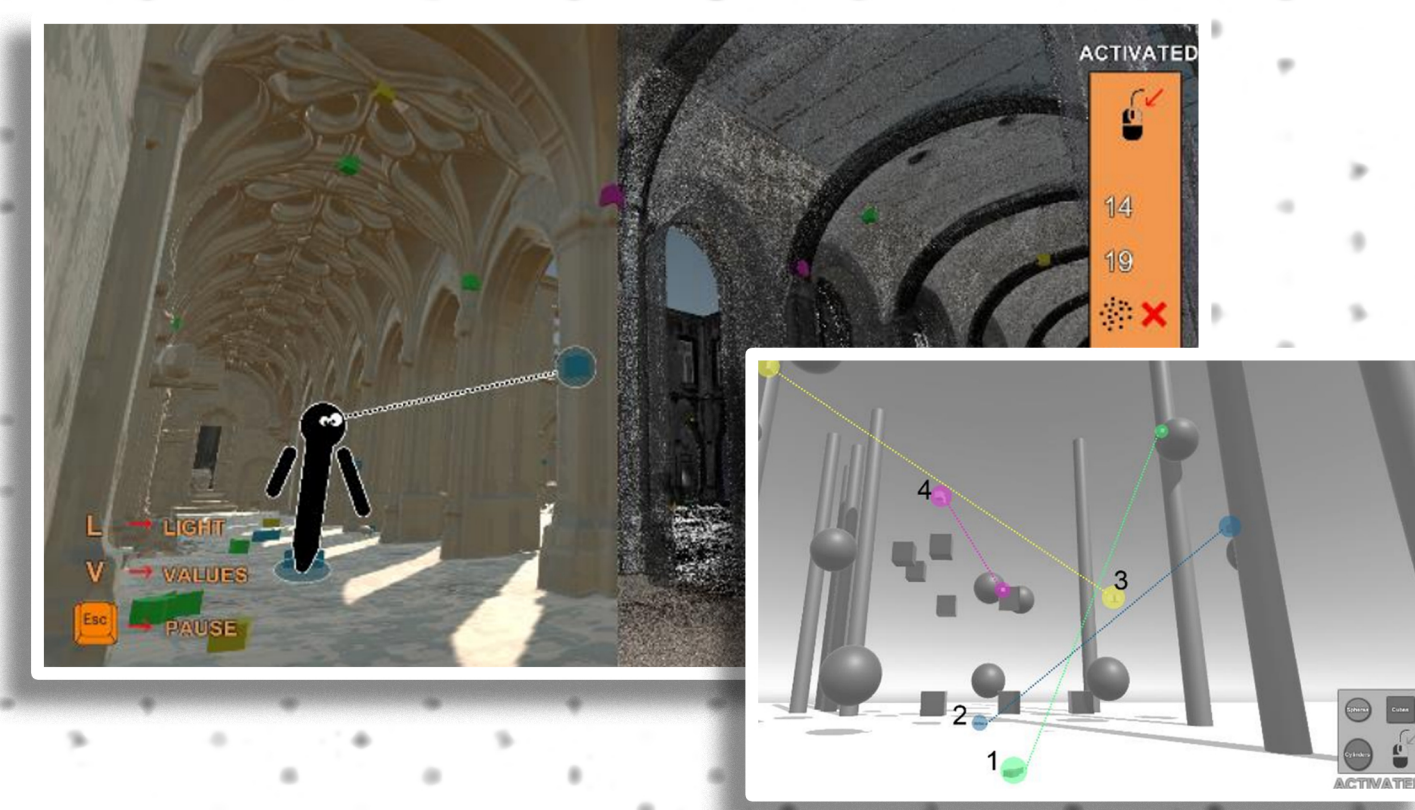
H Y P O T H E S I S

Compared to previous studies, the research's contribution would be to study a close, sustainable, and mutual association of the two fields, beyond unilateral contributions as is already the case for both environments. The purpose is to shift the meaning of the spatial design from the reductive view of building design in architecture and basic design of levels in video games towards a whole new stature that could transcend its definition.



PROJECT

EXPERIENCES

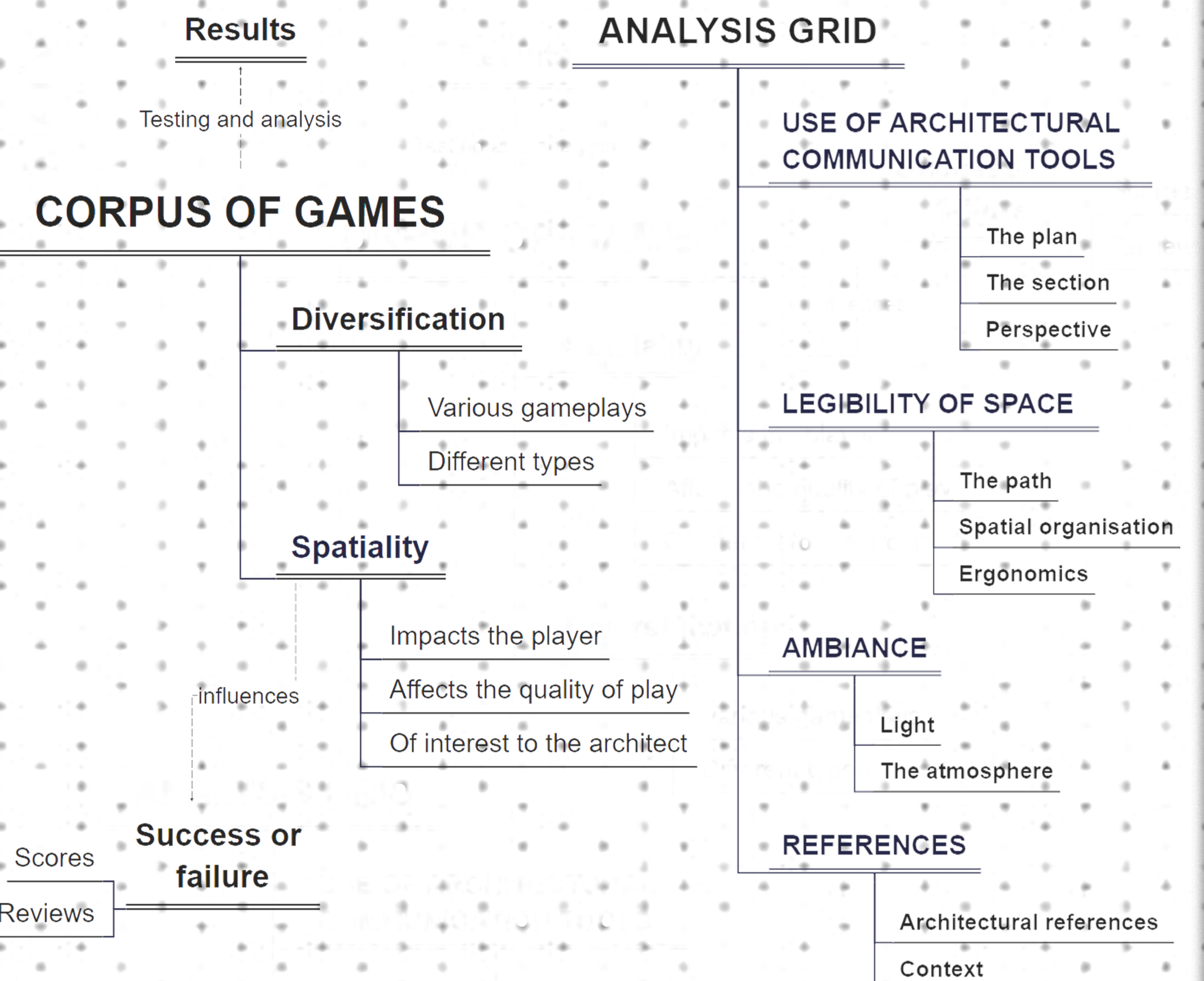


Example of a first video game experience implemented, using architectural heritage data (representation of the collegiate church Saint-Jean, Liège - Belgium)

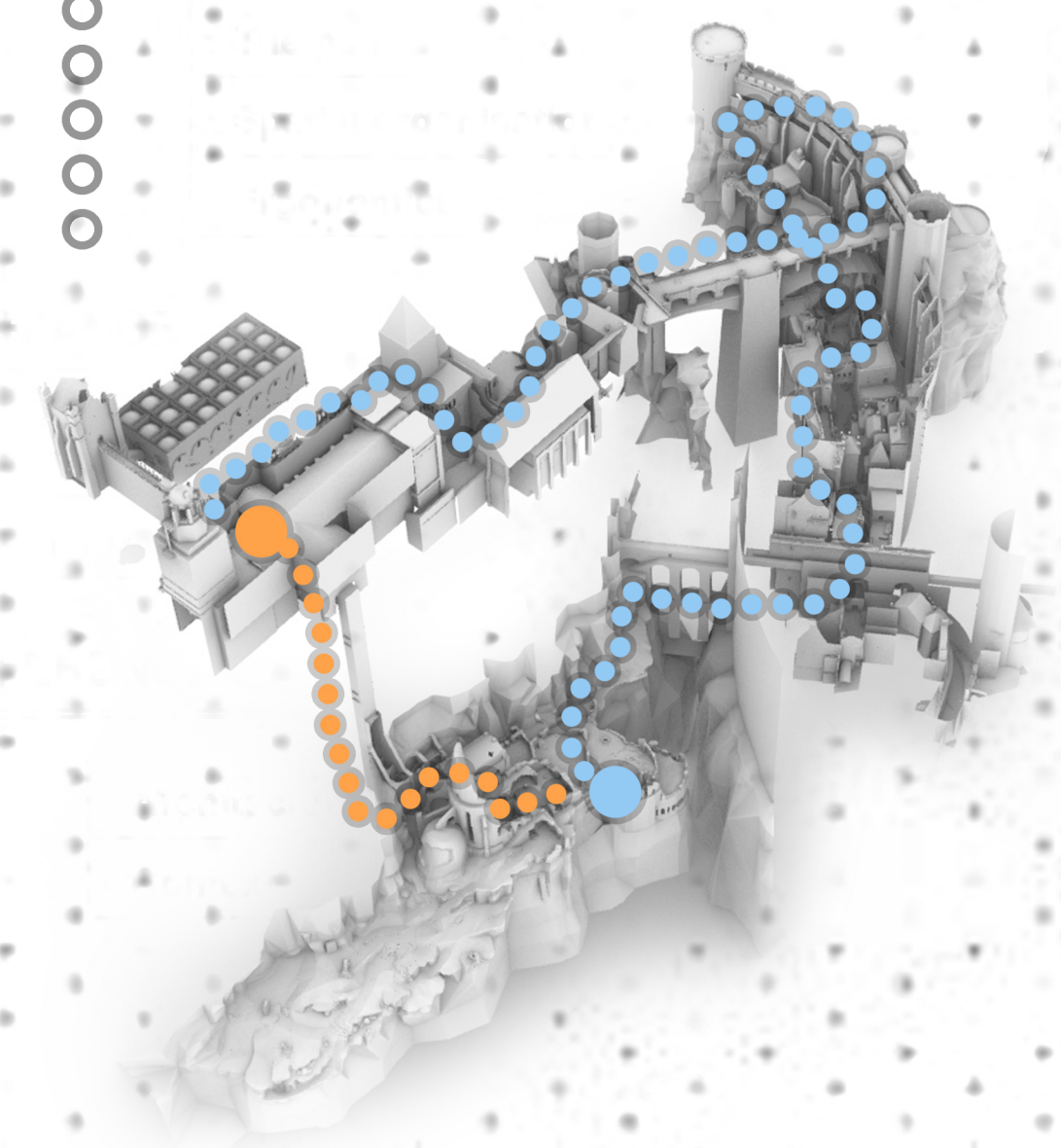
RESEARCH APPROACH: USE OF AN ACADEMIC BLOG AS A DIFFUSION TOOL



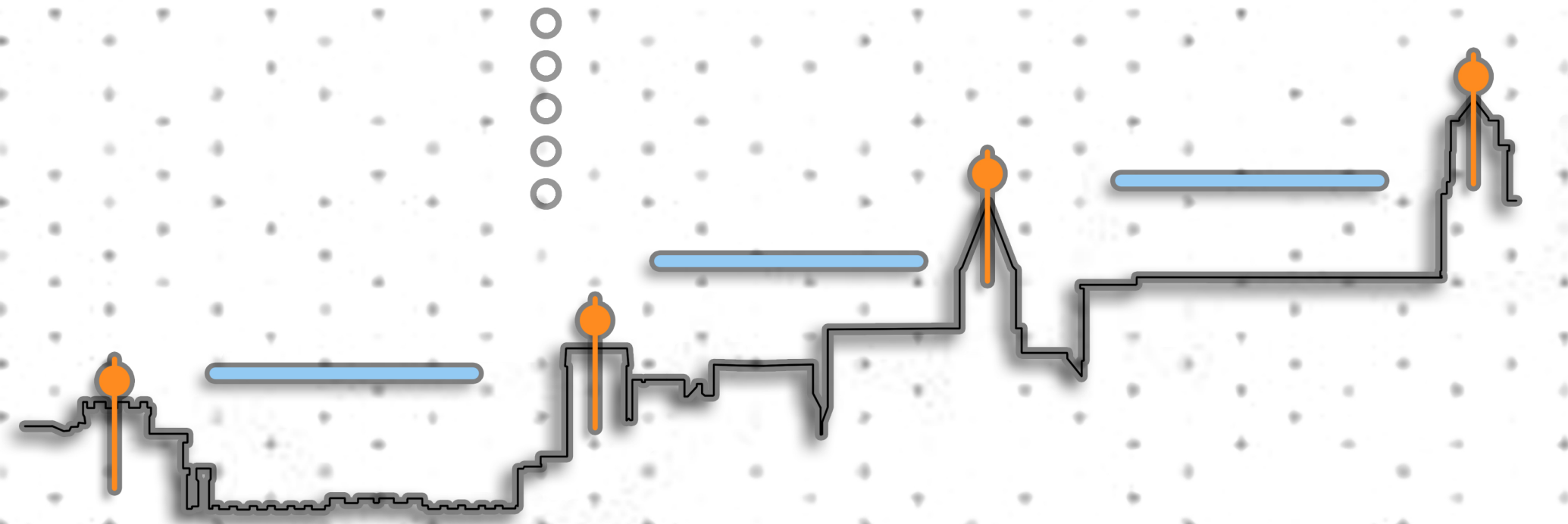
<https://archigames.hypotheses.org>



Here is a selection of examples from the blog from the *Dark Souls* reviews (FromSoftware, Bandai Namco 2011).

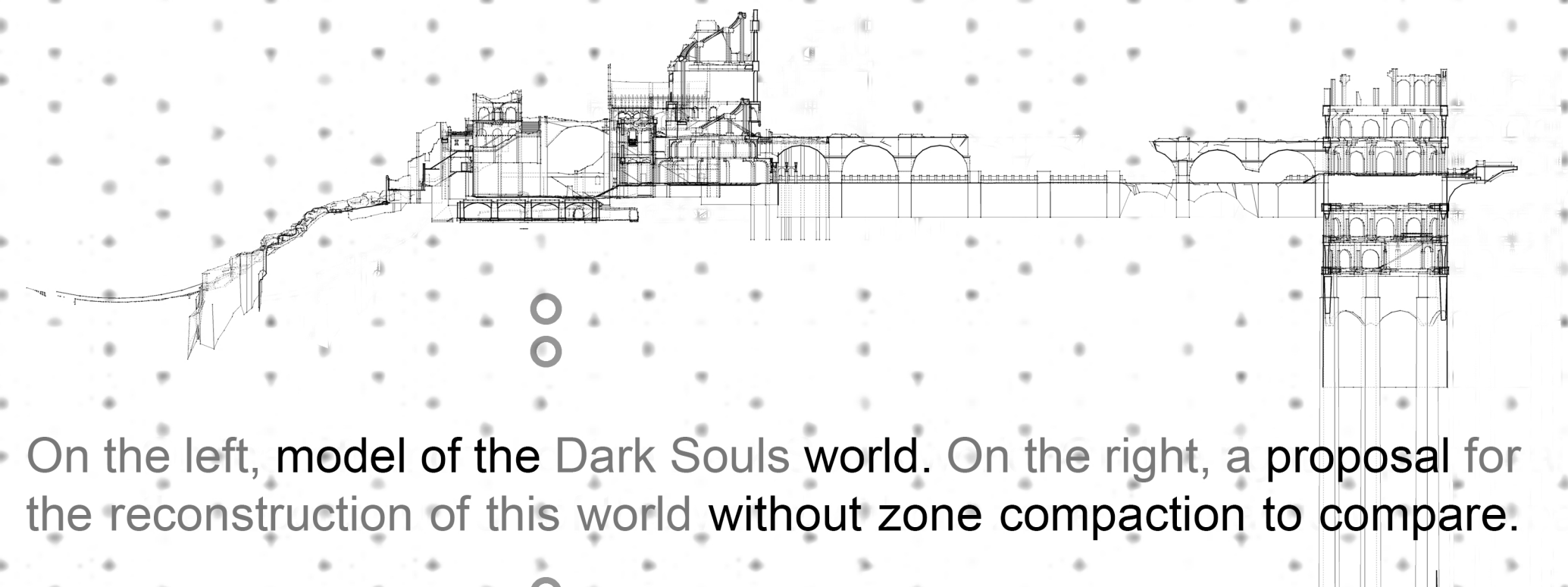


● Start of the game, *Firelink Shrine*.
● Conclusion of the third zone of the game, *Undead Parish*.
○ The path taken between these two key points:
○ Shortcut unlocked later between these two key points.



○ The various "urban landmarks" that guide us through the area are easily identifiable thanks to a skyline. At the end of our journey in these places, it is the parish tower which acts as the final landmark, overhanging the previous ones (top, right on the figure).
○ The interludes between them then serve to emphasise them further and to dictate a rhythm.

○ Creation of a section in the *Painted World of Ariamis* to study it.



○ On the left, model of the *Dark Souls* world. On the right, a proposal for the reconstruction of this world without zone compaction to compare.

DISCUSSION

The expected results will make it possible to theorize the importance of video games as a cultural reference and a tool for architecture. Furthermore, the ambition is to understand at what level interconnectivity of the environments must intervene to advance the fields of architecture and video games together, noting what bridges need to be built and solidified between the two environments.