

## Perspectives

**First Person Perspective:** favorite among action games where you see just the weapon or partial hands or through goggles.



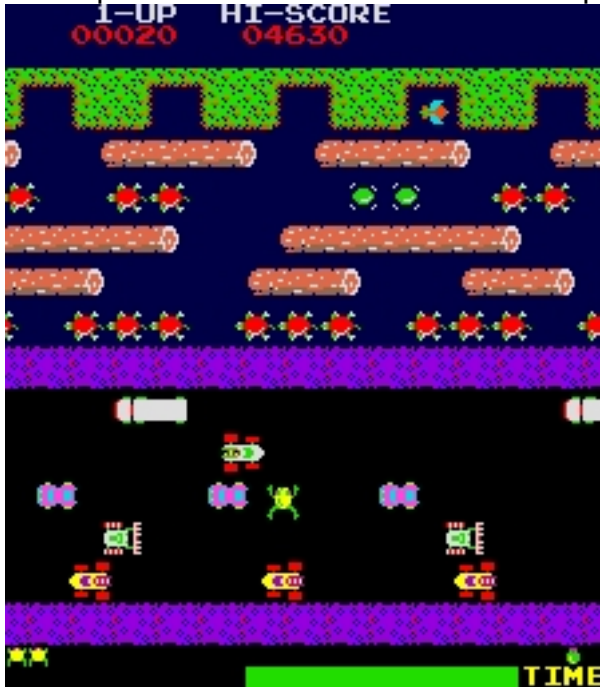
*Doom*

**Third Person Perspective:** over the shoulder view. see onscreen the character they are playing. This allows for more of the environment to be seen while playing plus the added ability to see the movements of your player and interactions of player with other characters better.



*Tomb Raider*

**Top-Down Perspective:** mostly used in strategy games where there is micro management of details on a grand scale (picture a battle scene where placement of troops and not individual soldiers is important)



*Frogger*

**Isometric:** 3/4 view where camera hovers over and off to the side of game play giving a 3d impression. A step back from the action allowing the player to see themselves and more of the world.



*Baldur's Gate*

**Flat or Side-view:** side-scroller less popular these days.



*oddworld: abe's odyssey*