

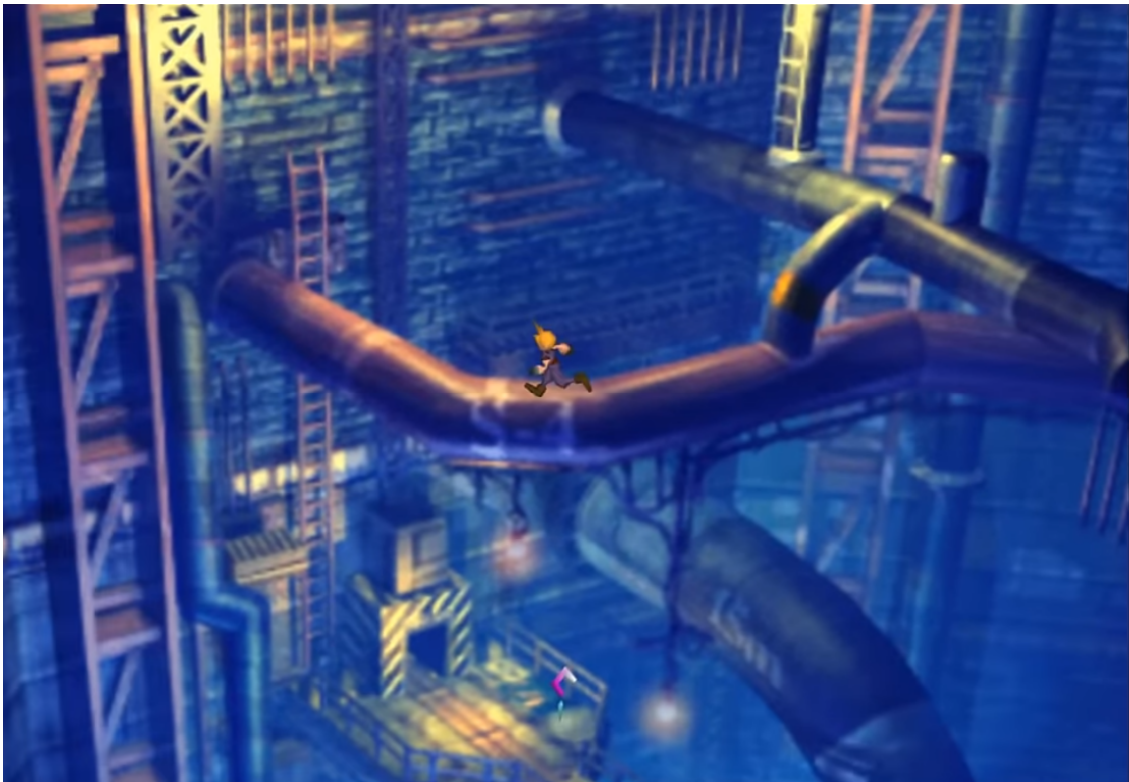
Week 5: 2D ~ 2.5D ~ 3D

2D ~ 2.5D ~ 3D

3D on 2D

2D “Pre-rendered” Background Image (sometimes in Isometric perspective) + Invisible 3D colliders

- Works well for orthographic camera perspective, or cameras that move along a 2D plane.

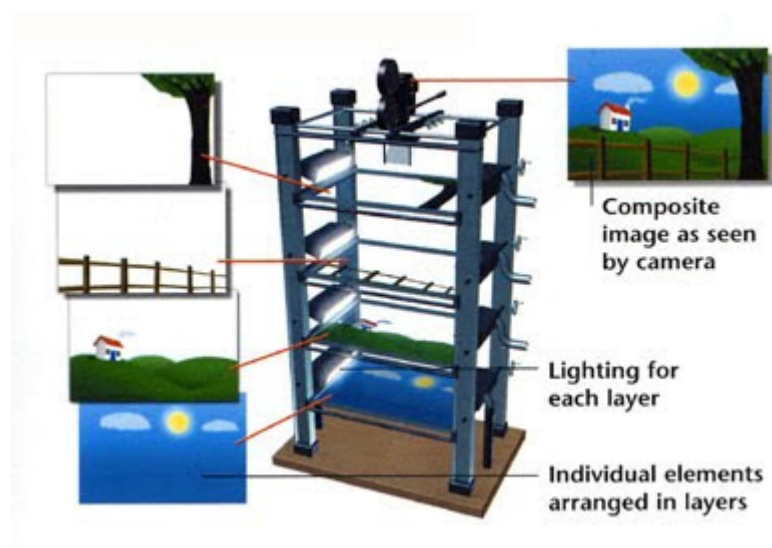


–Final Fantasy 7 (PS1) <https://youtu.be/8TBDPidXpEU?si=ibLCsKtDLLOZOI6V&t=5600>



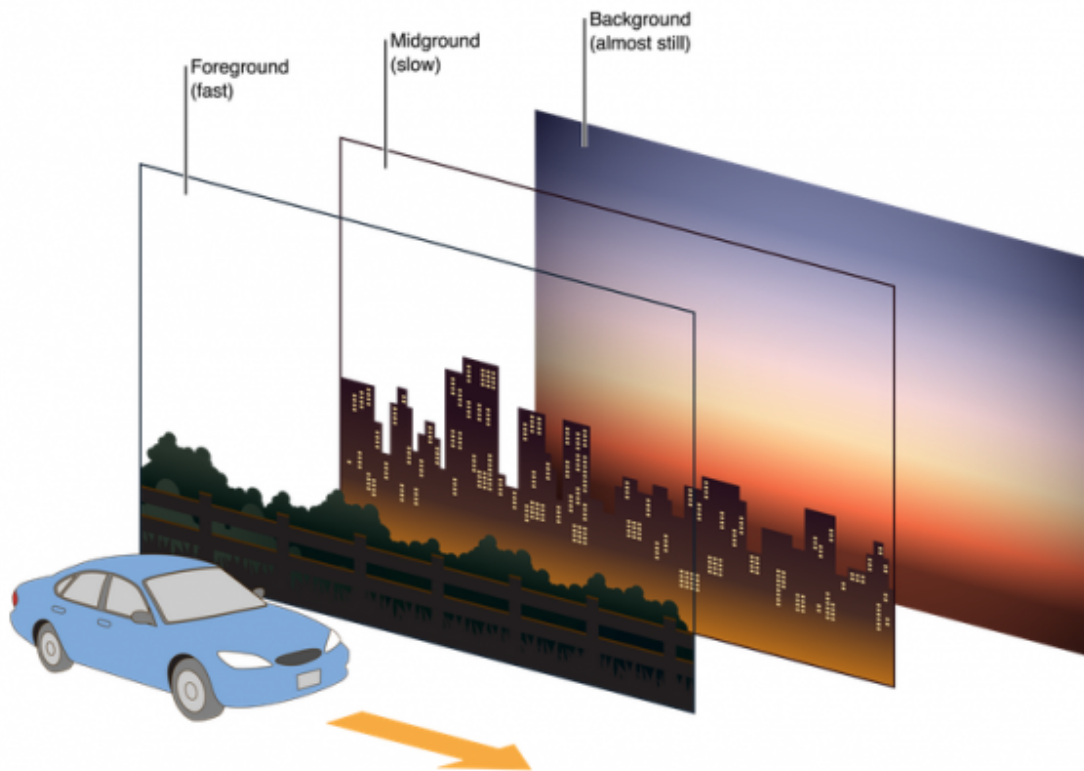
—Saint Kotar <https://www.youtube.com/watch?v=MdFw-TSeKlk>

Parallax Motion / Scrolling

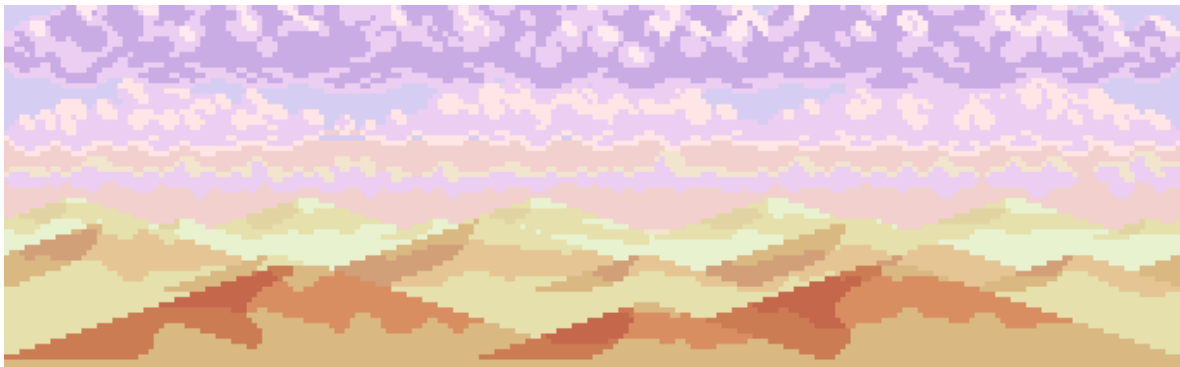


<https://vimeo.com/325864023>

Figure 4-3 Real-world parallax



https://www.youtube.com/watch?v=ytJTE_HD9mc



Billboarding, or the "Paper Mario" effect

Rotate a 2D sprite towards the camera in 3D space.



—@thecatamites, Anthology of the Killer <https://thecatamites.itch.io/anthology-of-the-killer>

