

NINTH CENTURY ENGLAND

By Arya Vatan-Abadi

Project Summary

The subject I have chosen for this visual essay is how video games can transport us to different realities. The game I have chosen is “Assassin’s Creed Valhalla”, this game takes place in ninth century England and gives players a very accurate 3D recreation of almost the entire country. I think capturing photos inside of a virtual world for a visual essay is original and I think it has a lot of visual potential thanks to the hard work of the visual artists that developed this game world. Most people don’t have a clear idea of how England looked in the ninth century so for some this could be the first time being exposed to the architecture and conditions of that time period. Apart from maybe two of my photos, I tried to capture various notable landmarks to show how they looked at the time. While the goal of this visual essay is to demonstrate the different visual principles we’ve learned so far, I tried to capture the beauty of the world and the amazing amount of detail put in by the developers in each and every shot I took. I believe this concept is relevant because it will relate to people’s love of adventure and travel by showing them a recreation of something that no longer exists in the same form. Normally, a concept like this would not be viable even if it was focusing on present day England because of travel, time, and financial restrictions. However, thanks to the amazing medium of video games, anyone with a copy of “Assassin’s Creed Valhalla” can immerse themselves into this world. Additionally, the game includes a unique feature known as “Photo Mode” in which players can operate a virtual camera equipped with all the standard camera features you’d expect to capture anything and anywhere they go in the world. I believe there is a large potential audience for this type of experimental visual essay. People who love history, English culture, and/or travelling would likely enjoy engaging with content like this.

Camera

The camera used for this exercise was the virtual camera in “Assassin’s Creed Valhalla”. This camera captures photos with a 16:9 aspect ratio at a resolution of 1920 x 1080 pixels with 96 dpi.

Photo Captions

Image Number	Image Thumbnail	Photo Caption
1		<p>Jorvik skyline at sunset. Extreme long shot (Bordwell and Thompson, 189) and leveled (Bordwell and Thompson, 188)</p>
2		<p>Waiting underneath the Thames Bridge in London. Long shot (Bordwell and Thompson, 189), canted (Bordwell and Thompson, 188), and high angle (Bordwell and Thompson, 188)</p>
3		<p>Rowing along the Nene River. Medium long shot (Bordwell and Thompson, 189), leveled (Bordwell and Thompson, 188), and low angle (Bordwell and Thompson, 188)</p>
4		<p>Attending a small funeral in Oxford. Medium shot (Bordwell and Thompson, 189), leveled (Bordwell and Thompson, 188), and straight-on angle (Bordwell and Thompson, 188)</p>
5		<p>At the top of Saint Peter's Church in Winchester with the Winchester Cathedral in the background. Medium close-up (Bordwell and Thompson, 189), leveled (Bordwell and Thompson, 188), and straight-on angle (Bordwell and Thompson, 188)</p>
6		<p>Looking up at the Nun's Minster in Winchester. Deep Space using Three-Point Perspective (Block, 22-27)</p>
7		<p>Inside the main hall of Winchester Cathedral. Deep Space using One-Point Perspective (Block, 16-18)</p>
8		<p>Aerial shot of the Long Man of Wilmington in East Sussex. Flat Space using Frontal Planes (Block, 43-44)</p>

9		Walking past a village's fowl farm. Limited Space (Block, 52-55)
10		Praying at the Canterbury Cathedral. Deep Space using Two-Point Perspective (Block, 18-21)