Subnautica

Thursday, May 26, 2022   12:45 AM

feel of partially known

whole horror genre → scary, "cheap"

horror vs. terror

"creep you out & keep you on edge"

pure terror, fear in your head b/c hard to die

uniquely human: terror

↓

imaginative scariness

subnautica is clearly terrifying

but they don't usually kill you just see

large enemy - leviathan is always present

hear its deep roar

no other survivors

creepy

makes you feel very alone

Subnautica

color scheme gives you enough info to see but not fully

every creature is a predator

game doesn't tell you, you can kill every predator

w/h info other games give freely

crabsnakes b/c you know enough but not to fully predict so you imagine what they could do