

SHAPES

Square, rectangular shapes to communicate strength and stability. Shapes are expressive, massive and assertive.



SCALE

No human scale. Overpowering, massive and expressive. Mass is expressed through scale. Disconnected from the world around it, almost not caring what it blocks or casts a shadow over.



SUBTRACTION

Use subtraction to create shadows, shadows help accentuate depth and texture. Subtraction keeps the original shape intact, but creates new spaces out of it.



DETAILING

Lack of small human detailing. Little to no ornaments. Little to no clutter. Featureless at first glance, any existing detail is amplified even further.



CIRCULATION

Wide open rooms and tall ceilings. Rooms are made up of almost entirely negative space, balconies, atrium-style terrace and stairs. Limited positive space draws attention and movement towards the center of a space.



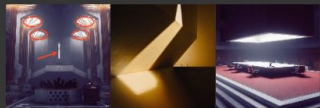
REPETITION SYMMETRY

Repetition looks ritualistic. It can act as a breadcrumb, following a pattern to a certain destination. Symmetry can bring attention to a line in the middle. Repetition can fake scale in a certain direction.



LIGHTING

Utilitarian. Always with purpose. Often embedded into architectural features. Source of the light is often not fully visible.



ELEVATION

Raise to highlight and increase importance. Lower to humble. Massive shapes help communicate elevation changes. Used to articulate floors.



THEMES

Dystopia. Big Brother. Lack of empathy. Societal collapse. Crime. Overpopulation. Lack of resources. Lack / abundance of luxury. Abandoned. Secure. Fortress. Capitalism. Corporate Greed. Overpowering. Oppression. Authoritarianism.



Adapted from "The elements of Control's Brutalism" by Stuart Macdonald. This quick reference guide aims to provide a general approach to brutalism in video games.

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