The backrooms: an internet concept on a liminal space between realities. Endless yellowed identical rooms, inescapable and increasingly strange the more you explore. The concept originated from a series of pictures of environments uploaded onto 4chan that supposedly would invoke in the viewer a reaction of eeriness and discomfort. A Lot of the imagery includes empty childrens swimming pools, office buildings, etc. This sense of uncanny i think comes from this unexpected emptiness in areas you would presume to be filled with life. Forgotten childhood memories.

The backrooms were popularised by creator Kane Pixels who built and rendered an environment in blender to produce these discovery videos in which the filmer falls into the backrooms, journeys through its winding, unsettling network. A backrooms A24 film will be released soon, directed by Kane Pixels.

I find this media very aspirational as i would love to have the same skills in blender and the creativity to bring to life an old and forgotten internet folk tale into a fully fleshed out and sensationalised environment, with such mystery and lore.

Play (k)

3:04 / 9:13

The Backrooms (Found Footage)

Kane Pixels
2.04M subscribers

Subscribe

1.8M   Share   Download   Thanks

Fangames created in the same format as Yume Nikki. Taking similar themes.
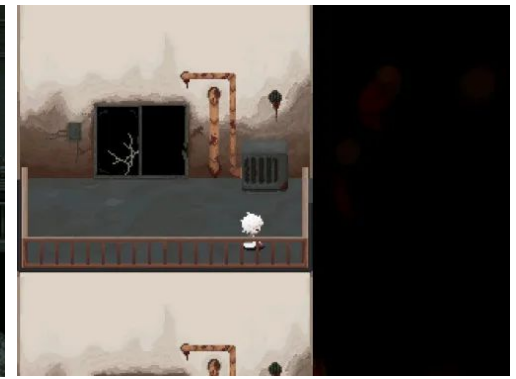
Yume Nikki. A walking simulator game created on RPG Maker 2003. Player explores environments that are all linked through a nexus that exists within the dreams in the protagonist's head.

Other points of reference to check out:
Off
Earthbound
Elevator Hitch
Omori

Themes
The game forementioned brings up themes of isolation, psychedelic imagination and overall creepy weirdness. During my year in accommodation last year over covid, these themes were prevalent in my own life. Being in this network of identical hallways and identical doors leading to everyone's different rooms really reminded me of the game's format. My own experience of moving to a new place for the first time and meeting all different people would be so fun to represent as a game in this manner.

Audience
As it is a niche experience, i would love for my audience to be the people i attended halls with or the people that live there now, or for that matter, anyone who goes to a university halls and the weird time it is for everyone's becoming an adult experience. For many, it is the first time you have to navigate certain aspects of adult life. I have not seen this explored a lot in game format.

Format
I would enjoy a mixed media format. As i don't want to devote myself wholly on a game making experience for the rest of year two, i want to include animation within cutscenes and interactive items to have the gameplay experience more of an artwork than a traditional goal orientated game. There would be less of a telos and more an encompassing environment exploration. Like a halls simulator.

KEL

That's one small step for KEL...
and one large step for KELKIND!!
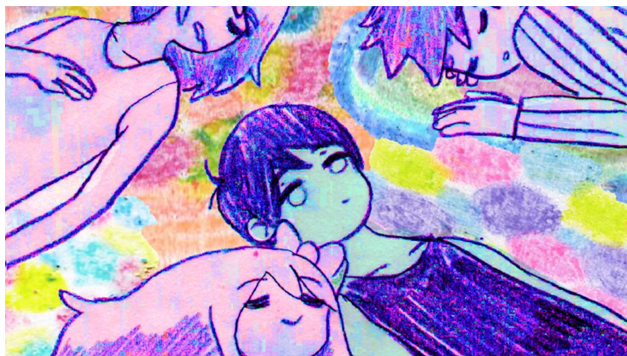
Omori is a game I have yet to play but is very
mixed media, with a lot of hand drawn artwork,
photography and graphics included as well as a
storyline the player follows.