THE DARK PICTURES ANTHOLOGY
THE DEVIL IN ME

Watching-Eye Effect Analysis

In this horror-survival game, players impersonate different characters and try to escape from a killer that's constantly observing them from hidden spots in his hotel where he hosts his victims.

Visuals and Audio

The game uses this effect both in game and during cutscenes to keep players feeling uncomfortable at all times with strong and usually disturbing visuals in order to draw the players' attention and deliver a **sensation/fear aesthetic** that creates tension and makes the player feel vulnerable.

The murderer uses a variety of methods including **mirrors** and **cameras** to spy the characters.

The effect is put in place by using camera cuts and moving to the **perspective of the spy** for brief moments, adding **Visual FX** if needed (ex. security camera). This way the spy location is also revealed in some cases, although remaining unreachable.

This effect is also delivered using **Sound FX** or changing/stopping the **music**, increasing its effect.

Narrative

This effect is connected to the narrative of the game. The fact that the killer is watching every characters' move, barely showing up in the early game, is a central theme in the game's story.

Characters receive hints that they are being watched as the plot unfolds.

While being [supposedly alone](#), one of the characters gives a speech to the crew.

The characters later find an exact replica of that scene recreated with mannequins and an audio recording.

The characters eventually [realize they are being observed](#) and decide to behave consequently.

The killer is not the only one that can be watching the characters.

NPCs

Players can be observed by other NPCs that [often disappear moments later](#).

Sometimes the games gives the sensation of being watched, leaving unclear whether or not there is actually someone observing from that perspective

Animatronics

The killer uses animatronics through the hotel to spy, scare and hunt down his victims.

The Curator

The game features a narrator that tells the story the players are developing with their choices.
The narrator is omniscient as he's [always observing the players' progress](#) although [he can't interfere](#).