Third Person Shooter

A third person shooter is very similar to a first person shooter but you do not see the world from the eyes perspective of your character but from a third person's view, that sees your character and all other characters as well (hence the name third person, another, third individual seeing the world). This can help to get additional awareness for the surroundings, especially the closer range, very near to the player itself. Among shooters this is the lesser likely variation. The first person or ego perspective is used mostly. A few examples, that utilize the third person view are Project Eden or Conflict: Desert Storm.

The example is taken from Conflict: Desert Storm. You can see the currently selected character Bradley in the center, aiming near his team member Foley. You can see his gear and the surrounding close to the left and right.

[Games Database] [Game Related Terms]