

The Backrooms: Internet's Liminal Space

Viral Genesis: **Noclip**

4chan /x/ board

Original image:
Low-res yellow
office space

NOCLIP

"Noclip" concept:
Falling out of reality boundaries

First mention:
"Level 0" – The Lobby

Original image:
Low-res yellow
office space

May 12, 2019

Glitching Reality **Portal**

Infinite **Yellow Maze**

Architectural style:
Dilapidated 1990s
office building

Primary features:
Yellow wallpaper,
damp carpet,
buzzing lights

Sensory details:
Monotonous fluorescent
hum, stale air smell

Spatial paradox:
Non-Euclidean geometry,
endless corridors

Community **Horror** Universe

Wikidot "Backrooms Wiki"
documentation

Collaborative creation:
Thousands of fan-made levels

Smilers

Hounds

Skin-Stealers

Kane Pixels YouTube
series (2022)

Media adaptations

EXAMPLE

Level 0, "The Lobby," is
the default level, known
for its mono-yellow
wallpaper, damp carpet,
and the constant hum of
fluorescent lights.

DEFINITION

The Backrooms: An online
urban legend and collaborative
creepypasta about an endless
maze of randomly generated
office rooms accessed by
"noclipping" out of reality.

A viral image birthed an **infinite, unsettling reality.**

The Psychology Behind the Fear

THRESHOLDS OF DISQUIET

- **Familiar yet vacant:**
A closed Mall at 3 AM.
- **Transitional zones:**
Airport terminal after last flight.
- **Sense of waiting:**
Empty school hallway on Sunday.
- **Eerie nostalgia:**
Deserted childhood playground.

DEFINITION

The Uncanny Valley of Space. This fear arises from environments familiar yet subtly wrong, triggering primal unease. These "liminal spaces" exist between states, evoking isolation, disorientation, and profound unknown.

BEYOND THE NEXT TURN

- **Unseen threats:**
Footsteps echo in darkness.
- **Anticipation of dread:**
Door at end of hallway.
- **Unexplained phenomena:**
Flickering lights in a basement.
- **Absence of purpose:**
No map, no destination given.

THE GLITCH IN REALITY

THE VOID OF SOLITUDE

- **No human presence:**
Silent office cubicles.
- **Lack of clear exits:**
Infinite Hotel corridors.
- **Lost sense of direction:**
Underground parking labyrinth.
- **Perpetual twilight:**
Abandoned highway underpass.

THE GLITCH IN THE FABRIC

- **Subtle rule-breaking:**
Wall textures misaligned.
- **Impossible architecture:**
Staircase leading nowhere.
- **Non-Euclidean geometry:**
Corridors loop back strangely.
- **"Noclip" phenomenon:**
Stepping outside reality's bounds.

VISUAL EXAMPLES OF THE UNCANNY:



Empty shopping mall



Abandoned hotel corridor



Vacant office



Underground parking garage

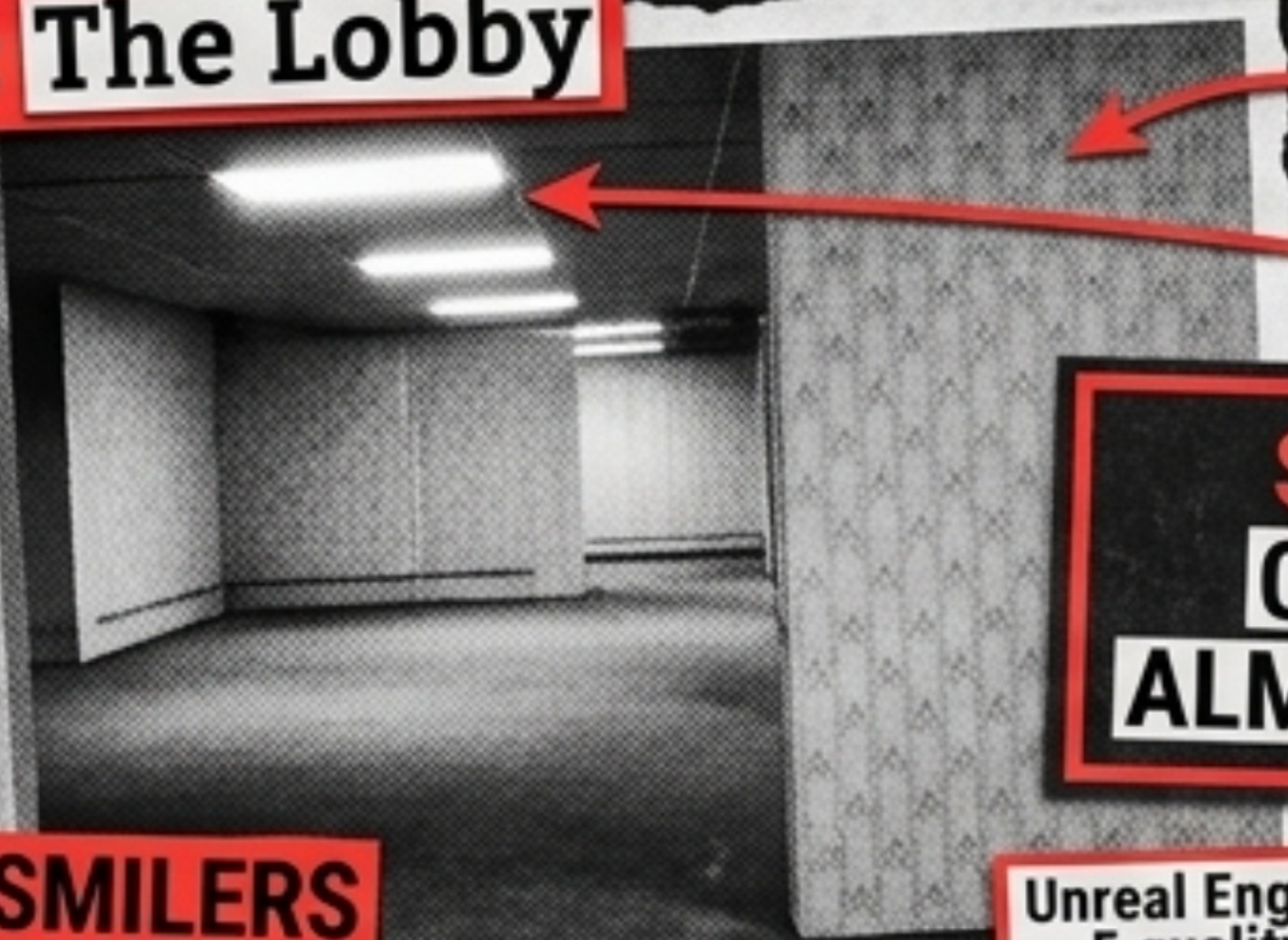
EXAMPLE

Level 0, "The Lobby," is the default level, known for its mono-yellow wallpaper, damp carpet, and the constant hum of fluorescent lights.

Fear stems from familiar emptiness and endless uncertainty.

Inside the Backrooms: Key Levels

Level 0: The Lobby



Endless yellow
mono-spaces

Fluorescent
light hum

SURVIVAL:
CONSERVE
ALMOND WATER

Unreal Engine
5 quality

HOUNDS

SMILERS

SKIN-STEALERS

The Poolrooms: Submerged Serenity



Vast indoor
pool complexes

Crystal clear, warm,
varying depths

Eerie silence,
distant echoes

Unreal Engine
5 quality

DROWNERS

aquatic entities

Level 1: Habitable Zone



Concrete floors,
rebar

Dim, flickering
fluorescents

Occasional supplies,
Almond Water

WATCHERS

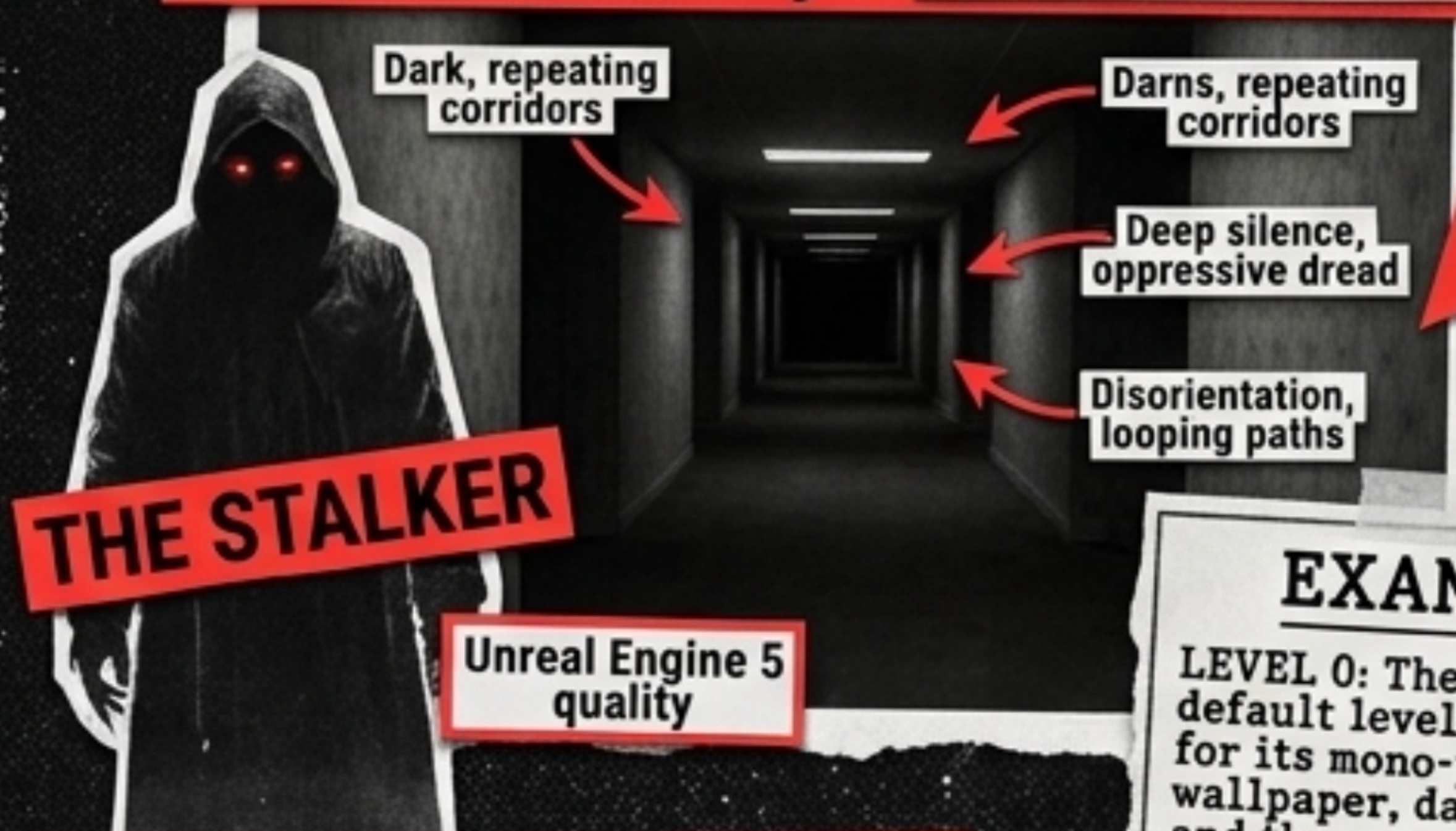
less aggressive
Facelings

Unreal Engine 5
quality

WATCHERS

less aggressive
Facelings

Infinite Hallways: The Threshold



Dark, repeating
corridors

Darns, repeating
corridors

Deep silence,
oppressive dread

Disorientation,
looping paths

THE STALKER

Unreal Engine 5
quality

DEFINITION

THE BACKROOMS: An online urban legend and collaborative creepypasta about an endless maze of randomly generated office rooms and surreal spaces accessed by "noclipping" out of reality.

EXAMPLE

LEVEL 0: The Lobby, the default level, known for its mono-yellow wallpaper, damp carpet, and the constant hum of fluorescent lights.

Beyond the yellow, an infinite, terrifying world awaits.

From Internet Post to Global Phenomenon

ORIGIN: May 12, 2019

4chan

Anonymous User

The Backrooms

GLOBAL PHENOMENON

DEFINITION

A modern myth exploring isolation and the unknown, originating from a single anonymous internet image.

The Backrooms: a modern myth exploring isolation and the unknown.

COMMUNITY GROWTH

Reddit

fan-made levels

Wikidot

YOUTUBE EXPLOSION

YouTube

Kane Pixels

EXAMPLE

The viral nature shows how digital folklore can rapidly evolve from niche forums to mainstream media and entertainment.

Found Footage

Steam

The Backrooms Game

Roblox

A24

TikTok

