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HW1PartD

The picture I took was from a scene in Dark Souls 3. In you first ten minutes you are introduced to the boss Iudex Gundyr. I chose this picture not because of one single effect but because of how together everything builds into an epic moment. In game everything looks to beautiful and large. The world seems to seamlessly a move.

One of the first things I noticed was the skybox in the background. It showed this amazing view of mountains and clouds. However this skybox was animating not just one single picture. My best guess is that it uses techniques similar to the ones described in class. Probably a cube map. My guess is that there is some way to animate the texture itself.

The second thing I noticed was definitely the water when you walked into the room. It looks nice and shiny at certain angles. The water definitely reacts to light and the position of the camera. It also reflects a murky shadow based on the boss and main character. The last thing is that the light reacts to the movements of the player character and the boss. My guess for how this is done is that the water uses shaders that will alter its geometry whenever there is some force applied to it. This creates the ripple effect. It also uses a shader to reflect light similar to the reflective cube examples from class. There could be a mix between reflection values and the actual water color values. I'm not too sure about the shadow, however, my guess is that there is a light situated somewhere behind the boss. The water is made to reflect shadows from other objects. So when the boss moves the water picks up the shadows/ reflection.

One last effect that I noticed was the cloth in the game. All the cloth reacts to movement. So if the player rolls or moves back and forth the cloth will naturally follow with a delay. This looked similar to one of the three.js examples that I saw online. I'm not too sure how this would be implemented. The cloths geometry definitely moves. There is probably some kind of ripple effect that happens. When the cloths vertices move at the top the vertices at the bottom move as well but with a delay. They also probably overcompensate a little bit to make it look kind of flowy.

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