

## BUG REPORT – VISUAL / GAMEPLAY RENDERING ISSUE

### 1. Bug Title

Astra Astral Form incorrectly renders UI elements in sky when observed by teammates

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### 2. Bug Overview

When a player on the team activates **Astra's Astral Form**, any nearby teammate who looks directly upward can observe **unexpected visual artifacts**. These artifacts include:

- A **floating white circular marker**, OR
- A **Brimstone agent banner combined with Astra's UI components** appearing in the sky.

This indicates a **camera projection/rendering layer issue**, where elements intended only for Astra's Astral Form HUD are being unintentionally exposed to teammates.

This reduces visual clarity, breaks immersion, and may give misleading visual information during gameplay.

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### 3. Category

- **Bug Type:** Visual / Gameplay
  - **Sub-Type:** Rendering Layer Leak / HUD Projection Error
  - **Severity:** Medium (Non-blocking but frequently noticeable)
  - **Priority:** High (Reproduces consistently; affects gameplay clarity)
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### 4. Environment Details

- **Region:** Mumbai
  - **Game Mode:** All (Custom Match + Matchmaking)
  - **Client Version:** 06.11.00.900116
  - **System Specs:**
    - CPU: AMD Ryzen 7 5700U
    - RAM: 16 GB
    - GPU: Integrated Radeon Graphics
    - OS: Windows 11
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### 5. Detailed Description

When Astra activates her **X Ability (Astral Form)**, the game shifts to a separate camera and overlay used exclusively for the Astra player. However, teammates appear to temporarily receive **incorrect rendering data**, causing UI or camera artifacts to appear in normal player view.

These misplaced visual elements float in the sky and do not belong to the teammate's POV. This suggests a **visual layering or camera reference bug** where the Astral Form camera/UI is not fully isolated to the Astra player.

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## 6. Expected Result

- Teammates should **not** see any part of Astra's Astral Form UI, camera marker, or character overlays.
  - Looking upward should display only normal skybox visuals.
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## 7. Observed Result

- Teammates see:
    - A **white floating circle** at the location of Astra's Astral Form camera **OR**
    - A **Brimstone player banner** combined with Astra UI artifacts.
  - This appears when looking directly upward while Astra is entering or inside Astral Form.
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## 8. Impact Assessment

### Gameplay Impact

- Causes **visual distraction** during critical moments.
- May confuse new players as the artifact resembles interactable objects or markers.
- Breaks visual consistency and immersion.

### Technical Impact

- Indicates a **camera/U.I. isolation failure** within hero-specific abilities.
  - Could relate to broader issues in the rendering pipeline for ability UIs.
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## 9. Reproduction Rate

**10/10 — 100% reproducible**

Occurs every time when the conditions are met.

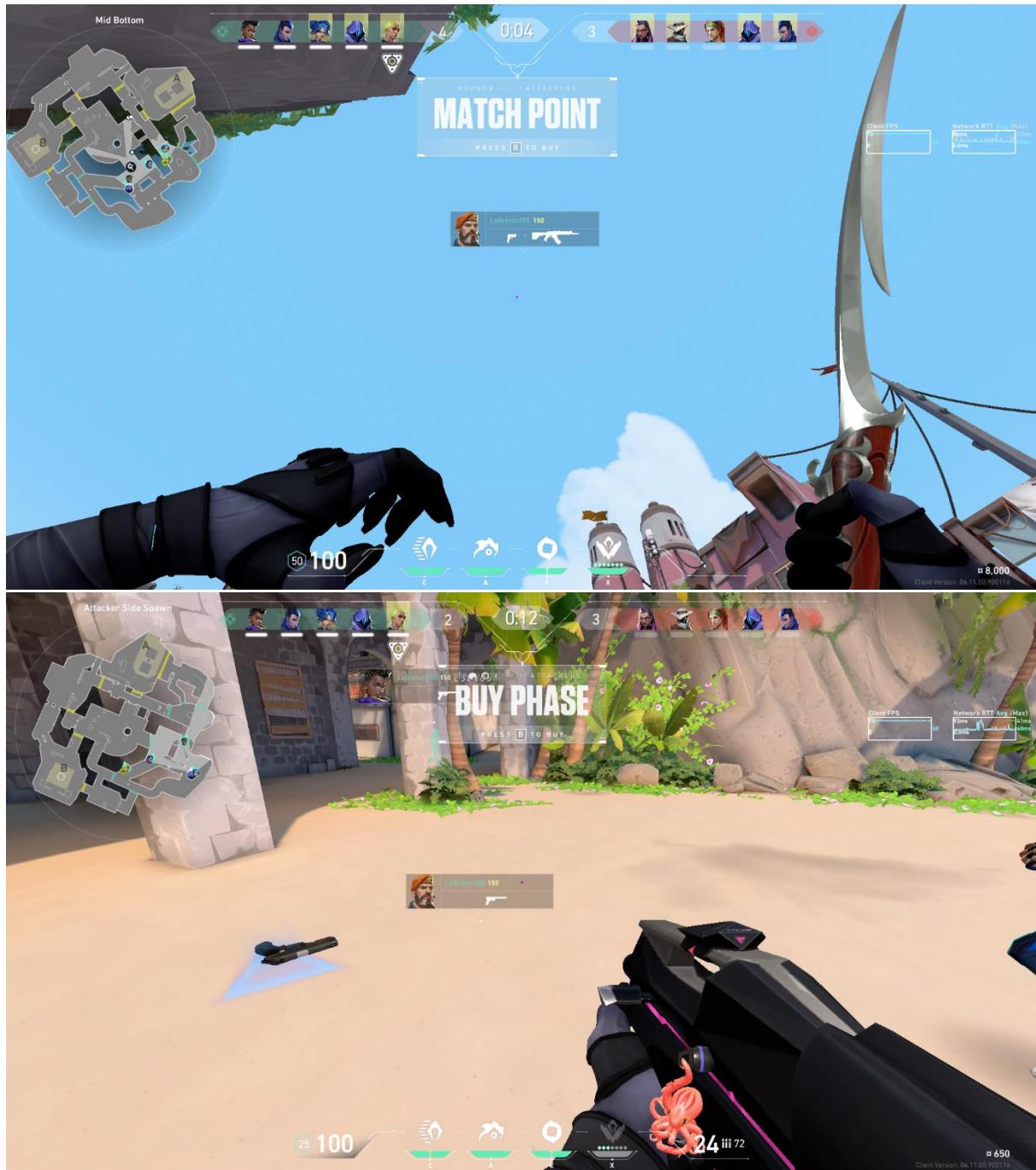
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## 10. Steps to Reproduce

1. Launch Valorant and queue into **any mode** (Custom, Unrated, Competitive).

2. Have one player **pick Astra**.
  3. Start the match.
  4. Astra activates **Astral Form (X)**.
  5. A teammate stands near Astra.
  6. Teammate looks **directly upward**.
  7. Observe the sky for visual anomalies (white circle or Brimstone banner).
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## 11. Attachments



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## 12. Root Cause Hypothesis (QA Perspective)

Based on visible artifacts, the likely cause is:

- **Overlay Render Layer Leakage** – Astra's astral HUD elements are being rendered to a shared camera layer instead of a player-isolated layer.
- **Incorrect Camera Reference** – The game may be incorrectly projecting Astra's Astral Form camera position to teammates' screens.
- **UI Asset Misrouting** – The Brimstone banner appearing indicates a **UI asset pointer mix-up** or fallback to a default agent banner when the engine cannot resolve Astra's UI element path.

This information helps developers quickly narrow down the subsystem involved.

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## 13. Risk Assessment

Area	Risk Level	Reason
Gameplay Experience	Medium	Distracting visuals but not gameplay-breaking
Competitive Integrity	Low	Does not provide gameplay advantages
Player Confusion	High	Visual artifacts may appear as objective markers
Technical Stability	Medium	Suggests deeper UI rendering isolation issue