



In the movie Coco, the visual effect of “glow” brings a dream-like and magical vibe to the presentation. In one scene, as the character strums the guitar, the dull colored leaves below his feet fly up as if the sound caused a rush of wind as well as starting glowing bright to the intensity of the guitar strum. As the guitar strum leveled down, so did the leaves. I really liked how the dead leaves on the ground were able to come to life through its graceful movement and bright glow of colors. It gave a sense similar to the rippling waves of water but instead, a ripple of glowing leaves.

In the scene, each leaf acts independently - their intensity of light emission, color, and movement. I think it was created by each leaf treated as its own object, directed to act differently based on the guitar's sound, and position as it flies into the air and falls back to the ground. The emission of light remains the same from each camera view, but the intensity of the leaves will be different based on camera perspective. This visual effect can change based on the lighting of the scene. If the scene was very bright, the glowing leaves would not be as obvious. But if it is in a dark scene such as the original clip, the effect is powerful as the leaves contrast the darkness of its environment. This visual effect concentrates on the emission of light from the leaves - whatever object its within the leaf's radius, it will receive the glow and diffuse the color of the emitting from the leaf. Because the leaves emit light to light up dark scenes, it can alter textures of any object that receives its light, in this case, the floor and statue of the room.