



This is from Outlast 1. It is a scene when player choose to use a night vision camera to see through the way. I like it because it shows the details of lightings when people see through night visions. You can see the far way light that shine through the door and the highlights.

I think the effect changes depend on the camera view and lights. The effect make the light stronger and higher the contrast value so things that are suppose in the dark will be brighter to see. It probably has a green filter to make everythings look green. The surrounding environment have some texture to make it look old and dirty. The effect is probably called night vision effect. There should be a green filter involved so that they can set the whole scene with base color of green. And then add noises and texture to make the scene looks real. Also with a higher brightness, all the light sources in the game will be emphasized.

These are the few tutorials that I found online:

https://www.youtube.com/watch?v=_KG5kT_5oul

https://developer.valvesoftware.com/wiki/Vision_Nocturna