



(image source: <http://www.scholarlygamers.com/review/2017/09/12/killing-floor-2-xbox-one-review/>)

In Killing Floor 2, there's a random chance for the player to cause "ZED Time" temporarily. When this happens, All colors except reds/oranges fade to grayscale, in-game time slows down, and the player becomes more powerful if they're max level. Once ZED Time is over, all colors return and in-game time returns to normal. This effect is neat because of its simplicity and effectiveness. ZED Times constantly happens during gameplay, and the transition of time slowing down can be really jarring. However, instead of some text popping up to tell the player, the player can instantly understand that ZED time happens when the colors fade out.

This effect seems simple: fade all colors to grayscale except red if there's enough red to meet a threshold. This effect doesn't change anything about the landscape—only change the color of pixels. This effect doesn't change the texture, but it can change the texture's illumination to grayscale. Room lighting also affects this effect because if there's no lighting, then the effect can't be seen. I'm unsure if different camera angles change the effect—I don't believe it does.