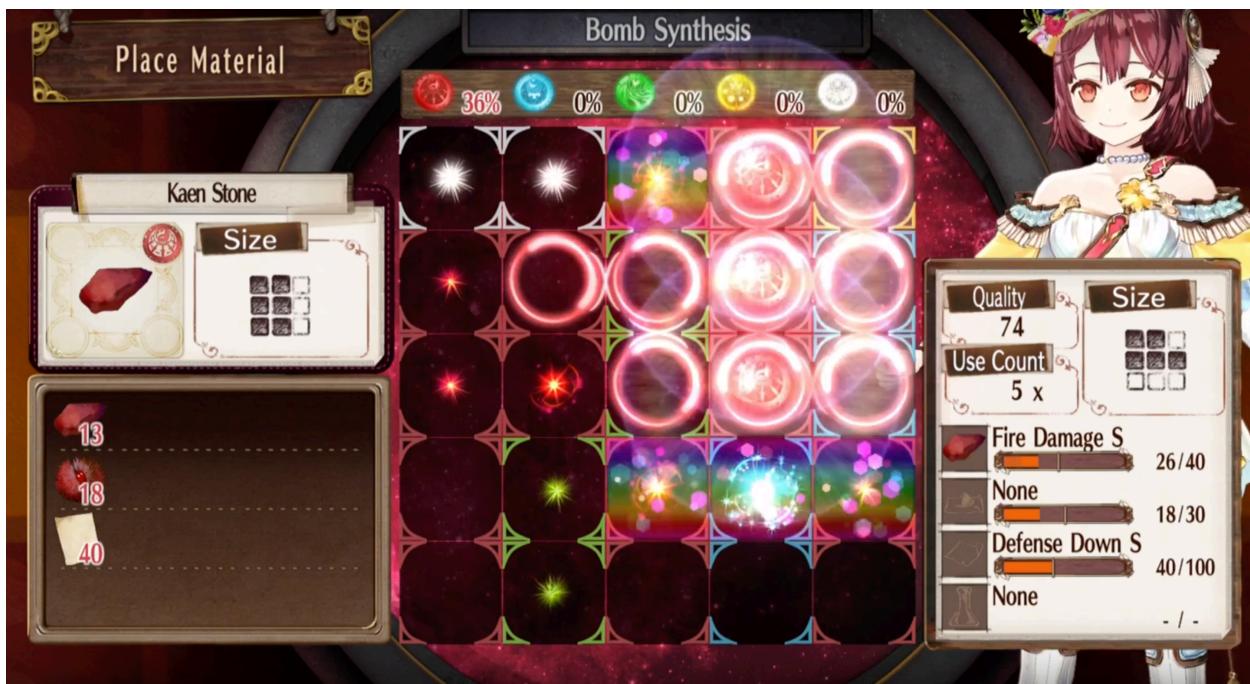


Homework 1 : Part D

Atelier Sophie's alchemy effects



In this portion of the game, different items are placed into a grid to create potions of varying strengths based upon the patterns completed in this grid. After an ingredient has been added to the cauldron, selected grids light up and circling rings will animate within the filled grid slots. In addition, adjacent grid sections will fill with a rainbow pattern coupled with bokeh flares. Finally, a few large circular lens flares will emit from the central point of the placed material. I personally like how colorful and flashy this is. It evokes a type of magic that is soft and satisfying without being too overtly feminine. The camera view is fixed in this state of the game, so I don't believe there's a way to make the affect change. Similarly, the lighting appears to be fixed as well, with most of the assets in the scene being 2D UI elements. The affect may update some geometry by spawning in new "power points" in adjacent cells that were previously empty, but this could be handled by other scripts in the game. This affect mostly appears to adjust pixel colors and/or alters textures by calling in a bokeh texture to overlay on a grid or start using a reticule texture on top of a grid space that has now become filled. I think that when a user places a material down, it triggers one shader to start

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applying to the grid squares specifically and another which splashes on top of the screen. The screen based shader applies the big circular lens flares and the grid based shaders would begin to brighten up all the color values for a few seconds. Then, this shader might pull from a rainbow texture to blend onto the square as well as additively applying a randomized bokeh texture on top. From what I can tell online, this might be broadly considered an animated material? The arcane circle in this tutorial on Shader Graph has what I would consider a similar look and feel to the rotated grid circles or placing the bokeh sprites: <https://blogs.unity3d.com/2018/10/05/art-that-moves-creating-animated-materials-with-shader-graph/>

Also, perhaps the scrolling water in the above tutorial would be similar to the moving of a sprite around a central vertex. Additionally, this post covered some more texture scrolling: <https://gamedev.stackexchange.com/questions/135375/animated-textures-for-models-how-to-write-a-shader>