

Lens flares are pretty interesting because they aren't commonly used. I like how it can be used in shooter games to blind players approaching an area from a certain direction which can be used by developers to drive combat. I think lens flares are created when the player centers their view on the "sun". I would guess that the game increases the brightness on a point light facing the player when this happens. The effect changes as the player moves their camera closer or farther from the sun. Im not sure what it alters.

