

HW1

D.



In Yoko Taro's NieR, there is this intense lighting bloom effect that happens when you go from an area with direct sunlight to an area exposed by sunlight. This bloom only lasts a second but in certain cases it can make your entire screen a blinding white. I find this effect interesting as it reminds me of real life, where if i go to a light place after spending a long time in the dark, my eyes hurts from readjusting to the light.

I believe this effect happens when the camera receives a vector from the appropriate light source, the sun. I imagine this effect is achieved by either increasing the intensity of the light source dramatically after detection then slowly lowering it, or the camera would use a post processing effect that finds all the white pixels on the screen then makes the surrounding pixels also white and continues the process until the intense bloom is achieved then the camera slowly restores the pixels to its regular values.