



This is an animated pixel effect on all six sides of a lava cube from game Minecraft. I like it because of its minimalist way of expression, using the least resource to tell players exactly what this cube is.

It does not change with camera movement, and there is also no lit up effects, for it self is a light source in game, and a light sources cannot be lit on or casted shadow on. Its shape does not change once generated. The top and bottom surfaces shader move towards a certain direction depend on how the lava cube is placed, and the sides flows downwards.

The animation is fairly simple, it generates one layer of lava (16 pixels) at one edges, and move to the opposing edge. There are 6 different color ranged from yellow to red. Yellow and red dots are generated randomly and the rest follows a certain reaction diffuser.