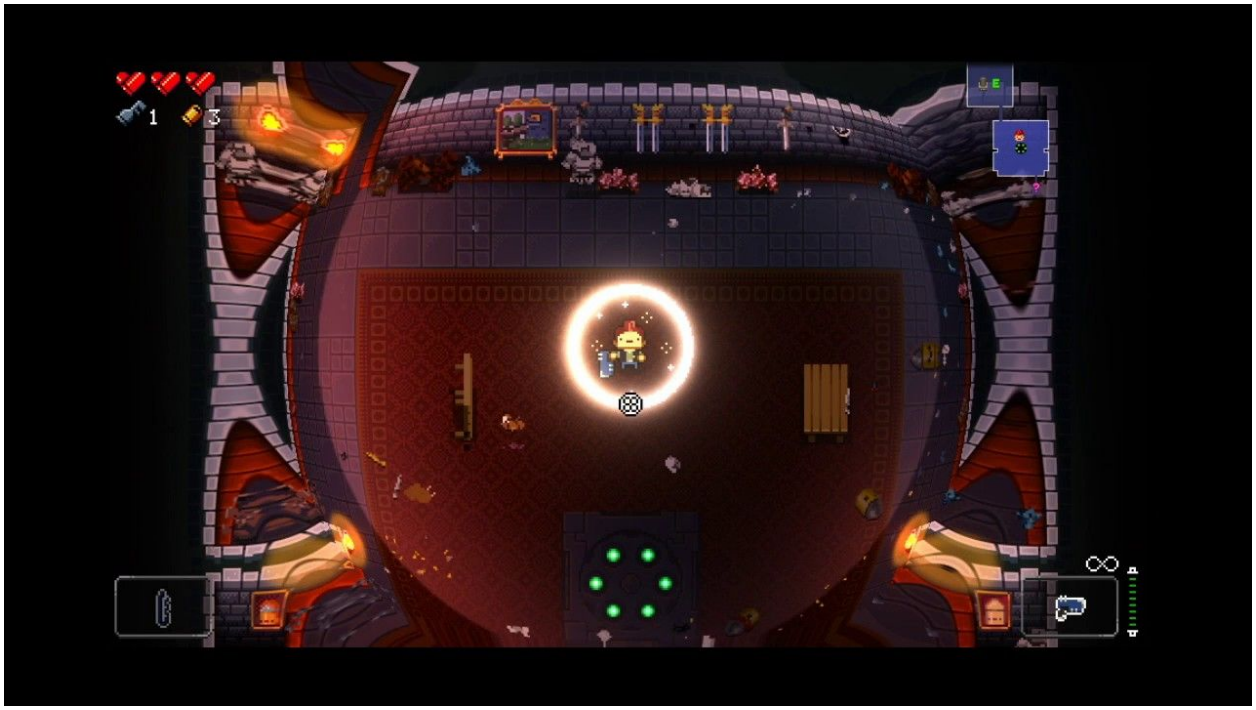

This visual effect is from the game Enter the Gungeon. When the player presses a button, a shockwave leaves the player in a circular pattern, and expands across the entire screen. A second white light with a few sparkles also expand out of the player in a similar circular pattern. I like this effect's representation of what is essentially an explosion. It has the cool factor of an explosion while not being as destructive, as it omits any flames in place of a white circle. The shockwave also is much faster than the white circle, so it has the same satisfaction of the delayed effect of shockwave into flame that explosions tend to have.

The shockwave portion of the effect seems to affect everything on the screen and is based on the view, rather that the objects. It quickly distorts that restores the geometry as the shockwave passes over the section of the screen. I think it was created by having a global shader over the screen, that has the data of each pixel temporarily be displayed by a pixel further outward from it in the shockwave, so each pixel would reference adjacent pixels similarly to the diffusing effect we went over.

After reading a bit about generic 2D shockwave effects, I see most people would implement it in the posprocessing of a frame, then give a ripple effect by editing the image with a lens effect. It doesn't seem too difficult to implement in a general sense, but I think it would be difficult to capture the satisfaction the original has. I would need to tweak the thickness of the distortion, and the speed that it sends out.

Here is a pretty satisfying github link to a shockwave I liked.
https://github.com/keijiro/RippleEffect