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Visual Effect: Water in *Sea of Thieves*



While I am in no way an expert on water effects in video games, *Sea of Thieves* has a very appealing surface texture for its water. This is amplified by the fact that the player is surrounded by it for most of its core gameplay. A still shot doesn't do it justice but the water has an authentic visual feel while also fitting with the game's aesthetic (cartoony + kind of low-poly) direction.

The surface of the water reflects sunlight like water should, which may mean the texture becomes reflective at peaks and is in view of the sun. The water also reflects in accordance to the player's angle of perspective so this is also taken into consideration and calculated. The rippling of the surface also looks natural and the water has a level of transparency that is seen in more tropical portions of the ocean. This allows for different hues of color to appear on the surface which helps add to the cosmetic allure. The geometry updates by itself but in all honesty I am unsure of the underlying composition of the effects/texture.