The visual effect I noticed in Ori and the Blind Forest was a soft glowing gradient effect, with motion blur and a bright blue trail following Ori, a small white creature who goes on a journey to save her decaying home, as the player moves her around. I like this effect because it keeps the player's attention focused on Ori as the player explores the forest and encounters other monsters or obstacles that are often larger than Ori and have their own glowing effects that are not as bright as Ori's. The faintly lit forest complements this effect as it makes the visual effect on Ori stand out more. All the lights in the game come together well, and don't blind the player. The effect is applied to objects and appears to update depending on whether the object moves.

I think this effect was created using Unity's particle system, a post-processing effect called bloom, and high dynamic range (HDR) rendering. Unity's particle system can take in a shape particle, which can then be used to animate it over time such as making it fade after a few seconds. This would result in the bright blue trail that appears when Ori moves around. HDR, when applied to the camera, allows objects to be really bright or dark, which could be giving Ori her soft white gradient glow and other objects their respective glow. Bloom contains options that set the intensity and blurriness of the glow effect, which works well with HDR rendering.

I would emulate this in a Unity shader by creating a post processing effect that creates the quick motion blur when Ori starts to move. The shader would also include directional light, amibient lighting so that light that bounces off the object's surfaces and

affects the area around it, and rim lighting to illuminate the edges of an object to reflect light or backlighting. According to this [thread](#), interpolating the alpha based on the fresnel shading technique, the reflection and refraction based on the viewing angle, will create a gradient glow in combination with these lighting. Unity has a standard particles shader, which could be edited to take in sprites to create the trail effect that follows Ori. The color and length of the particles can be adjusted to match the effect.