



A game that has a really interesting effect is Good Catch's Black and White Bushido. In this 2D brawler, players can either be of two colors: black or white. The surrounding arena has the same color palette, being bathed in large amounts of black and white. What's unique about this game is that when player colored black enters a black area, they essentially turn invisible. The same thing happens with the white players. Both kinds of players gain a gray tint whenever they move inside areas with their respective colors. This makes them more noticeable and prone to attacks. The game implements invisibility by making the colors of the player and their surrounding environments identical.

Due to the nature of the game, camera movement doesn't affect the visual effect at all. Additionally, since it's a 2D game, there isn't a real light source present. The geometry likewise isn't affected at all. What appear to be affected are the individual pixels. Whenever players move inside their same colored areas, their pixels could be compared with the background pixels. Based on this comparison, the player's colors either stay the same or gain that slightly gray color. For example, when a black player moves inside a white area, a comparison is was probably done to test whether the area color matches the player color. Since they don't, there was no change in player color. On the other hand, if the black player moves within black areas, the comparison would yield true and thus alter the player's color.