

Part D



In the game The Legend of Zelda Breath of the Wild, when Link completes a trial in any shrine, he encounters a Hylian priest that gives him a spirit orb. Once the quest is complete as Link goes up to the priest there is a “light” barrier around the priest and when you press A, it shatters into many pieces. I think this effect is interesting because at first glance the barrier looks like an electric forcefield that cannot be passed through, however when you interact with it, it shatters like it’s made of glass. It seems like the effect was created by combining a bunch of the “glass” particles together into the barrier. Also, the “glass” particles seem to be made up of many tiny polygons that fit together to look like solid shards of glass.

The camera view itself does not change the visual effect of the barrier opening, however I believe the positioning of the camera is important to the visual effect of the scene because it shows the barrier exploding with a nice gravitational effect. The lights have a strong influence because it is set in a darker setting which makes the brightly lit particles stand out more. The effect updates on the geometry as the barrier turns into glass as well as the texture of the smooth barrier becoming sharp shards of glass.