

Assignment D: Discuss a visual effect



Mister Negative in Marvel's Spider-Man (2018)

In 2018's PS4 game Marvel's Spider-Man by Insomniac Games, there is a super-villain called Mister Negative. He possesses an evil power that can corrupt minds; he also changes his appearance whenever he uses his power. His eyes will turn white and start to glow; his skin will be covered by some kinds of gray materials and eventually he will turn into a demonic form. His evil form looks similar to himself, but in a black-and-white negative film, which reflects his title.

Since only Mister Negative's appearance will be changed after the transformation,

we can safely assume that the effect is not created by changing the camera or the lighting. I do not know how exactly Insomniac Games created this effect since I could not find any clue on the internet. Judged by the visual effects, I believe that it is created by modifying the texture of the character model. I think there are at least two methods to create such an effect; it can either be done by altering the texture completely or changing the shader.