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Homework 1D:Discuss a Visual Effect



This screenshot is from Telltale Games' *The Walking Dead*. The game adds a cartoonish style to its textures to remove the dimensionality from the 3D graphics to make the environment and characters appear more flat. What interests me about this visual effect in the game is that the overall appearance of the game sometimes seems to look hand-drawn rather than generated in 3D space. It has a similar feel to a comic book. Along with downgrading the realism of the game, the toon style also creates distinct, thick black lines that help to separate shapes from one another. In

a game where the user has to respond quickly to obstacles, this effect is useful in helping the user process the information on the screen clearly.

The character models for the game seem to be composed of complex geometry that even include folds in clothing. These visual aspects seem to be slightly lost in the final render for the game, but are replaced with the accentuated black toon lines and highlights on the characters.

When the camera or character moves, the geometry and lines on the figures do not change implying that the clothing is probably texture mapped onto the character models. While the geometry of the models does not actually change by adding this visual effect, the toon lines and highlights give the illusion that the characters are flat with drawn-in dimensionality. Based on the character models, it seems that the textures already have some lighting drawn on them, but that the assets are also influenced by the lighting in the scene.

