Part D - MIchael Ettinger - 4/28/2019
The effect is want to learn about is the blade cutting in the game **Metal Gear Rising: Revengeance**.



This effect is what happens when you are prepared to swing your blade at something in **Rising**. Its an indicator of the direction and range of the swing you will do. It highlights around where something cuttable is in the path of the blade so that the player has input on what they can and can not cut at any time.
I like this effect because it really matches the aesthetic of the game. You play as a cyborg ninja justice seeker with a penchant of killing cyborgs with a samurai sword. The effect matches the futuristic style the game portrays itself with. The main character Raiden has a cybernetic eye. I believe this effect is supposed to be like virtual reality layered on reality to match Raidens combined vision between both his eyes.
I believe they spawn a plane between the player and the direction hes cutting. They lower the alpha of it a ton so that it is barely visible. It has a texture that is blended into the plane with a higher alpha when it overlaps with something that can be cut. You can do effects like that with the depth buffer similar to getting a shoreline effect on water. I do not believe that it is emissive or have any real lights. The effect is the same no matter what camera direction or position relative to Raiden so it seems in world space.
https://docs.unity3d.com/Manual/SL-DepthTextures.html
https://answers.unity.com/questions/1327021/simple-cartoon-water-shader-shoreline.html