Nier: Automata

Nier: Automata makes heavy use of visual effects to overload its audience. An effect that really impresses me is the gravity field power that is obtained midway through the game. An orb of semi-transparent light emanates from the character, distorting space and time within it. Enemies that are caught in the gravity field are slowed down for its duration, making them easier to hit. I like this effect because of how perfectly the visuals match the theme.

I believe that this effect was created by using a sphere geometry with a shader on it. The shader is mostly translucent, and it doesn't reflect light at all. The edges of the shader are brightly lit to signify the bounds of the effect, and random glitches and distortions make up the majority of the sphere. These distortions imply that there is something taking place within this translucent sphere. Words are written along the boundary of the sphere in a made up language to give the effect of more of a hack feel than a magic feel.

The camera's orientation doesn't change this effect, except the distortion can mess with any objects behind the sphere. Also, this effect has a tiny impact on the geometry, as the boundary of the sphere appears to tremble or wave slightly. This movement makes the action more intense and less static. Other than that, the effect is entirely done through changes in individual pixels.