My favorite shader in games has to be the glowing see through effect that Hitman has. I like it because it makes it easier to see characters behind objects so you don't have to guess where you or your enemies are sometimes when they are out of site. This shader also glows so that's another plus for me. This shader might use worldspace normals to keep the shading the same no matter where the camera is pointing. The position of the camera also matters so that the shader knows when to react for when it's behind a wall.

The glowing effect might be achieved by only illuminating the edges of the object. To do this I might want to invert the normals. The outline should render behind other objects, so additive blending should be used here. The character is not always going to be glowy even when it's not behind an object, so I might have to use a stencil buffer. I also need some Xray code to make the shader be visible through objects.

The stencil buffer has to pass whenever the object is behind walls. To stylize this even further we might want to have a global Xray variable if we want to increase or decrease the effect on enemies. Adding a blurry effect around the edges would be cool whenever the player rampages to an enemy giving a rage effect.