The video game I choose is PlayerUnknown's Battlegrounds. There is a screenshot of an interesting visual effect in it. At the picture, we can see from the player's view and directly take a look at the surroundings as a player. And we just need to move our mouse to the left or right, up or down, then more scenes will be showed. Also, the player's action could change by the mouse's movement.

More specifically, what I like about it is that I can easily observe what happens around me when I'm the player in the game. The visual effect is very obvious and vivid. I think it could be created by using cubemap and 3D modeling which we learned at class.

The effect changes depending on the camera view. Lights could also change the effect. For example, when the lights are darker (this could be changed by mouse's movement), the view we see seems to be a little blurring. And it is an effect that updates the geometry (objects in the game) itself, such as the position and the player's actions in the view.