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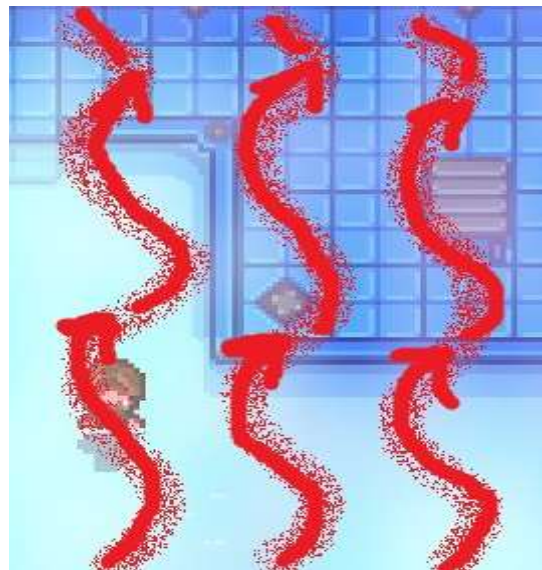
Part C: Discuss a Visual Effect

In the game Stardew Valley, when the player goes into the spa area of the game, there is a visual effect shown that will slightly distort the scene with slowly rolling steam/fog. It's very faint, but it seems to be something like a repeating "S" pattern traveling from the bottom of the screen to the top. The picture below shows half the screen bathed in a hazy white while the other half is unaltered.



To me, it seems as though the this effect can be achieved by treating the whole screen as a texture and modifying the fragment colors.

By using several sin waves stacked side by side, and checking what pixels are within the path of that sin wave, and applying a white, semi-transparent blur filter to the image, this effect can be replicated by slowly updating the waves over a period of time.

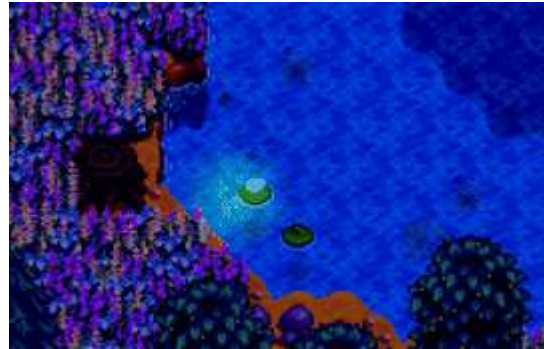


There is also another interesting effect that could be done along the same lines. When night falls, during some seasons of the game, fireflies come out.

These fireflies will randomly move about the screen, shining like little light bulbs, and make everything else glow around it.

This seems like the perfect use of post processing on an image using some method of updating the pixels without the need for a completely new sprite of object.

All that would be needed is some method of randomly moving an object around the screen and updating the screen to become brighter around that area.



This example is not super amazing, but I was trying to find something from the game that I have been playing most recently.