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CMPM 163, Homework 1, Part D

The 2010 puzzle-platformer game *Limbo* has a unique visual effect that persists through the entire game. The world is set in black and white, but the stylization goes much further. The camera is grainy and blurs the edges of the view. The effect captures the haunting tone of the gameplay and makes the experience feel more “cold.” With the complete lack of saturation, the lighting of each scene becomes dramatic and essential. Nearly every asset in the game is silhouetted, which helps the game feel more erie. In addition to the camera’s grain/noise, particles float around the environment to mimic either dust or woodland insects.

After doing a little research, I have found a few tutorials on adding grain/noise to Unity cameras. I have also seen tutorials for adding “bloom” to Unity cameras, which means to add glare and flare effects to simulate the imperfections of an actual camera lens. Finally, I learned that the darkening around the view’s corners is called “vignetting” and that are several ways to implement the effect in Unity. All of these effects are more relevant to the camera than to the game’s materials. I suppose for *Limbo* the designers wanted the camera to feel as real as possible, while still keeping the stylized black and white.