Though I have never played it before, one game that has impacted me visually is definitely Ori and the Blind Forest, where you follow the guardian spirit Ori and their mission to save the forest. In this scene, I particularly liked the way the watermist effects were done. Though it isn't particularly realistic per se, the way the mist billowed and had a mind of its own gave the game life; and the beautiful colors made the scene easy on the eye. One thing that really popped out to me was how much the effects resembled fire instead. Though it may not be on purpose by the producers, I really liked the contrast of an element (water) behaving like its opposite element (fire).

I believe the mist was created by using some particle effects. It seems as if the bulk of the particles are produced from a centerpoint, and then some algorithm including random variables was used in order to make the particles spread around in many directions. Though I said random variables were used, I believe there is still some sort of restrictment (probably a boundary of what the values can be) in order to make sure the particles don't go in a direction that is too unrealistic. When the particles reach a certain distance from the centerpoint, they are probably programmed to be deleted. Since the effect is bound to a certain location/object in the scene(the hollowed tree trunk), the effect doesn't change depending on the camera view. It is, however, affected by lights since it brightens up when a light shines on it.

I believe the effect also uses some sort of algorithm in order to change the colors of the pixels from time to time, since some areas of the mist are sometimes lighter than other parts. I think it is probably done with a random event, and when triggered causes a ripple effect in the pixels near it in order to make the color uniform so there would be no irregularity. The further it is from the centerpoint of the pixel affected by the random event, the less the color is changed. This

would make it so that the new color blends nicely into the original color. In order to continually produce new particles, I believe this effect must be constantly updated.