



This is a screenshot of a Korean MMO RPG game that I play a lot called Elsword. I like this scene is because this is a scene underwater, and it was made really well based on the angle that players are looking at from the bottom to the top under the water, especially the water surface was made so real that made players feel more realities when they are playing this game. I think this scene is depends on the camera view, because the scenes before and after this scene are not actually look like this, and they have different views and angles from players also. I think it maybe made by some 3D model tools just like Unity? I have researched something about how this game been made, this is a truly a 3D game with a lot of different camera views according to how the players control the character moving during the battle. Based on a website which is the “wikipedia” of Elsword called “Elwiki”, the trials version of Elsword was described like this: “It ran on the Unity engine and was playable in the browser through its respective Facebook app.”, so I think this game maybe firstly made by Unity.

Source: https://elwiki.net/w/Trials_of_Elsword