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Discuss a visual effect

When playing the game Inside, one part that really stuck with me was the mysterious “whooshing” force you encounter in one part of the game. [As seen in this playthrough](#) there is a periodic force that sweeps past the player character (PC) that they have to avoid. The moment when I first encountered the force really stuck with me, I think partially because of the way it is built up in the game. Immediately preceding the section you have a long section of puzzle solving, all the time with the faint whooshing in the background, and when you solve the puzzles to open the door leading to the whooshing section, it has been built up to be something impressive. The visual effect itself is not flashy, but upon closer examination, there are a lot of subtle effects that added together to help sell it.

The obvious visual effect is a blur that appears to sweep towards the PC. This may have been implemented with a fragment shader that looks at the depth of each pixel and blurs those past a certain Z depth. The depth and speed of the woosh is supported with two main tricks, first there is a flash of light in the background before you see the blur, and second the sound effect is delayed until slightly after the visual effect passes. Additionally, when the woosh hits there is a chance that random geometry is thrown towards the camera, dust is blown off the ground towards the player (another fragment shader?), and all the geometry wobbles.

Any of these effects by themselves would not have been interesting, but combining them all together really left an impression on me. It goes to show how spending too much time perfecting a single effect might be better spent developing multiple supporting effects.