1.      The image I decided to analyse is the one regarding the graphical effects in The Legend of Zelda Breath of the Wild. The effect that I really want to focus on is primarily the lighting and the effect that the sunlight is having on much of the scene we see. One of the interesting elements that we can note in this picture is the lense flare that shows up on the left hand side similar as to if we were looking at the light through some sort of glass ourselves. This doesn't even include the fact that the sunset is casting shadows on some of the elements of the picture such as Link, his horse, and the tree towards the upper left hand side of the picture. I think that this lighting is some of my favorite I've seen in the game as it feels semi realistic while still keeping much of the cartoony style of the game intact. I like how the shadow are cast onto the ground instead of always being directly beneath you as that was always something I found comical in most games as it was fairly unrealistic.

        I think this was all created using some shaders to be able to simulate a lot of the lighting along with probably a big directional light used for the sun. It seems like the most probable solution I could think of from what I've seen with computer graphics. The effect doesn't change depending on which way the camera is viewing the world aside from the lense flare since you would no longer be looking towards the light, but all of the other lighting in the world would stay roughly where it is. I suppose depending on where you look the shadows would look a bit different since you are changing the angle in which you are viewing the game world, but the position of the shadows themselves would only change with the positional change of the light source. All of the lighting effects mainly seem to alter the pixel color on the geometry and not the geometry itself as the shape and textures don't seem to change at all. Overall this is definitely one of my favorite games in terms of the graphics and how they are presented.