

Patch 2.3.0 PTR Patch Notes
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Last Updated June 30 at 5:15 p.m. PDT.

Below you'll find the preliminary PTR patch notes for patch 2.3.0. Please note that this isn't the final version of the patch notes and that some changes may not be documented or described in full detail.

PTR PATCH 2.3.0 - v2.3.0.32496

To provide feedback on patch 2.3.0, please visit the PTR Feedback forum.

To report any issues you experience while playing, please visit the the PTR Bug Report forum.

For additional information about the PTR, click here.

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PATCH FEATURES

New Feature: The Ruins of Sescheron

The frozen wasteland that is the Ruins of Sescheron are now open for exploration! Filled with new enemies, traps, and environmental hazards, you'll be able to explore the region and learn more about what befell the barbarians of Mount Arreat. Explore the Immortal Throne and obtain the ultimate treasure: Kanai's Cube.

To learn more about The Ruins of Sescheron, [click here](#).

New Feature: Kanai's Cube

Kanai's Cube is a new artisan that offers a slew of new recipes to fully customize your items and catalogue your Legendary powers. Several recipes are available to players immediately upon acquiring Kanai's Cube:

Extract Legendary Power: Destroy an item to add its Legendary power to your catalogue of collected powers. Once a power has been extracted, it can be equipped to your character without the need to equip the item. Players may have one Weapon, one Armor, and one Jewelry power equipped at a time. Players may only equip powers from items that their characters can normally equip and use.

Reforge a Legendary Item: Completely re-rolls a Legendary item as though it had dropped for the first time. This includes any powers that may have been previously enchanted on the item. Note that reforged items may re-roll as either Ancient or non-Ancient, so reforge at your own discretion!

Upgrade Rare Item: Upgrades the quality of a level 70 Rare item to Legendary. This item will roll as a randomized Legendary that shares that item's equipment type.

Convert Set Item: Converts a Set item to a randomized piece of gear from the same Set. For example, if you convert a pair of Asheara's Finders, you could get Asheara's Custodian, Asheara's Pace, or Asheara's Ward in return.

Remove Level Requirement: Removes the level requirement from an item, allowing it to be equipped by a character of any level.

Convert Gems: Converts 9 of any color gem to 9 of any other color.

Convert Crafting Materials: Converts 100 of normal, magic, or rare Crafting Materials to 100 of another type of non-legendary Crafting Material

To acquire Kanai's Cube, visit Zoltun Kulle in New Tristram, Hidden Camp, Bastion's Keep Stronghold, or The Survivor's Enclave in Adventure Mode. He'll be quite pleased to guide you on your way.

To learn more about Kanai's Cube, [click here](#).

New Feature: Season Journey

Each player approaches a new Season a little differently and we wanted to celebrate individual player successes. Beginning in Season 4, you'll be able to track your personal progress through the Season Journey interface.

A player's Season Journey is divided into chapters, each with their own descriptive goals and achievements. The further you advance in your Season Journey, the more difficult the milestones become and you'll find there are challenges for every level of player. Completing the highest level Tiers will unlock new portrait frame rewards to celebrate your accomplishments.

This feature will be available for testing once Season 4 begins on the PTR. To learn more about Season Journey, [click here](#).

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GENERAL

Torment VII-X difficulty levels have been added to the game

Experience gained, including all sources of Bonus Experience, is now averaged across all players in a party that are eligible to receive experience

Crowd control resistance cap has been increased from 65% to 95%

This now applies to immobilize effects as well

Non-elite monsters can now benefit from crowd control resistance

All monsters other than bosses, Rift Guardians, or certain large monsters (like Mallet Lords) are now vulnerable to knockback effects

Knockback effects are now subject to crowd control resistance rules and monsters will become immune to knockback at 65% resistance

All hard crowd control effects (e.g. blind, charm, fear, knockback, stun) now automatically apply 20% crowd control resistance regardless of the duration

Lantern Oil and Barrel Stack traps can now deal damage and stun or knockback enemies

Vendors now only sell Magic amulets and rings

Gems that drop below level 61 have been condensed into 5 tiers

The values of these remaining early gems have been adjusted so they feel more powerful

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CLASSES

Several skills can now be assigned to Left Mouse Button:

Barbarian

Battle Rage

Ignore Pain

Sprint

Threatening Shout

War Cry

Wrath of the Berserker

Crusader

Akarat's Champion

Iron Skin

Provoke

Demon Hunter

Companion

Preparation

Monk

Blinding Flash

Breath of Heaven

Epiphany

Mystic Ally

Serenity

Witch Doctor

Hex

Horrify

Wizard

Diamond Skin

Energy Armor

Familiar

Ice Armor

Magic Weapon

Storm Armor

Many pets have received adjustments to their collision so that they more closely match their model

Barbarian

Active Skills

Battle Rage

Skill Rune - Ferocity

Has been redesigned

Now increases movement speed by 10%

Cleave

Skill Rune - Scattering Blast

Now knocks enemies up into the air instead of back 10 yards

Enemies that land no longer knock other enemies back

Frenzy

Skill Rune - Vanguard

Now grants 5% movement speed per stack of Frenzy

Leap

Now breaks roots when cast

War Cry

Skill Rune - Veteran's Warning

Dodge chance bonus increased from 15% to 30%

Passive Skills

No Escape

Damage bonus increased from 20% to 30%

Minimum distance reduced from 20 to 15 yards

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Crusader

Active Skills

Blessed Hammer

Skill Rune - Icebound Hammer

Damage increased from 380% to 460% weapon damage

Chance to explode increased from 10% to 35%

Freeze duration reduced from 2 seconds to 1 second

Icebound Hammer now goes away when it explodes

Judgment

Skill Rune - Conversion

Has been removed

Replaced with:

Debilitate

Enemies in the judged area deal 40% reduced damage for 6 seconds

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Demon Hunter

Active Skills

Spike Trap

Initial arming time reduced from 2 to 1.5 seconds

Re-arming time reduced from 2 to .5 seconds

You should now feel less of a delay when casting Spike Trap

Skill Rune - Echoing Blast

Damage increased from 420% to 575% weapon damage

Enemies hit are now Frozen for 3 seconds

Frozen enemies take 20% increased damage

Skill Rune - Lightning Rod

Trigger range increased from 8 to 10 yards

Lighting now arcs from any triggered trap to any armed traps within 75 yards

All enemies hit take 880% weapon damage over 10 hits

Skill Rune - Long Fuse

Now deals all damage in a single explosion for 930% weapon damage

Enemies hit will now be Stunned for 2 seconds

Skill Rune - Scatter

Re-arming time reduced from 2 to .5 seconds

Skill Rune - Sticky Trap

Damage increased from 800% to 915% weapon damage

Arming time reduced from 2 seconds to 1 second

Range reduced from 16 to 12 yards

Passive Skills

Hot Pursuit

Duration increased from 2 to 4 seconds

Leech

New Passive Skill

Gain 18,705 Life on Hit

Heal amount increased by 75% of your Life per Kill

Available at level 60

Numbing Traps

Duration increased from 3 to 5 seconds

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Monk

Active Skills

Dashing Strike

Now breaks roots when cast

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Witch Doctor

Active Skills

Acid Cloud

Skill Rune - Corpse Bomb

Damage increased from 525% to 620% weapon damage

Corpse Spiders

Skill Rune - Blazing Spiders

Spiders now return 3 Mana on hit

Skill Rune - Widowmakers

Now increases the total damage to 700% weapon damage

Firebats

Skill Rune - Cloud of Bats

Damage radius increased from 8 to 12 yards

Skill Rune - Plague Bats

Final damage increased from 638% to 660% weapon damage

Skill Rune - Vampire Bats

Damage type changed from Fire to Physical

Firebomb

Skill Rune - Ghost Bomb

Damage type changed from Fire to Cold

Hex

Now has an animation and summons the Shaman or Toad at your cursor location

The summoned Shaman now stands in the location where it was summoned

Summoned Shamans' cast range increased from 25 to 50 yards

Damage bonus increased from 10% to 15%

Skill Rune - Angry Chicken

Damage type changed from Physical to Poison

Skill Rune - Hedge Magic

Damage type changed from Physical to Cold

Skill Rune - Jinx

Damage bonus increased from 10% to 30%

Damage type changed from Physical to Poison

Skill Rune - Toad of Hugeness

Has been redesigned

Every second for 5 seconds, the toad pulls in the farthest enemy within 45 yards, swallows him for 0.5 seconds, then spits him back out, leaving the enemy with a debuff that deals 750% weapon damage over 5 seconds and increases damage taken by 25%

Skill Rune - Unstable Form

Weapon damage increased from 135% to 500%

Mass Confusion

Skill Rune - Devolution

Chance to summon a Zombie Dog increased from 30% to 100%

Skill Rune - Mass Hallucination

Weapon damage increased from 195% to 400%

Skill Rune - Mass Hysteria

Maximum number of enemies Stunned increased from 6 to 10

Skill Rune - Unstable Realm

Cooldown reduced from 45 to 30 seconds

Plague of Toads

Skill Rune - Piercing Toads

Damage type changed from Poison to Physical

Skill Rune - Toad Affinity

Damage type changed from Poison to Cold

Soul Harvest

Gaining additional Soul Harvest stacks will no longer remove all existing stacks and will instead be added to them. Any new stacks over 5 will replace the stack with the shortest remaining duration.

Skill Rune - Soul to Waste

Has been redesigned

Now grants 5% Movement Speed per stack

Wall of Zombies

Has been removed

Replaced with:

Wall of Death

Raise a wall of Zombies 28 yards wide from the ground that blocks enemies and attacks them for 800% weapon damage as Physical over 6 seconds

Skill Rune - Communing with Spirits

Summon a 15 yard radius spectral ring that deals 1400% weapon damage as Cold over 6 seconds, Chills all enemies who walk through by 60%, and reduces their damage done by 25%

Skill Rune - Fire Wall

Summon a fire wall 40 yards wide for 8 seconds that burns enemies who walk through, dealing 1000% weapon damage as Fire over 4 seconds

Skill Rune - Wall of Zombies

Increase the width of the wall of Zombies to 50 yards and knock all enemies back behind the wall

Skill Rune - Ring of Poison

Summon a 15 yard radius ring for 5 seconds that poisons nearby enemies, causing them to take 1200% weapon damage as Poison over 8 seconds

Skill Rune - Surrounded by Death

Raises a circle of zombies from the ground that traps and attacks nearby enemies for 1000% weapon damage as physical over 4 seconds

Zombie Charger

Skill Rune - Explosive Beast

Explosion damage increased from 532% to 580% weapon damage

Explosion radius increased from 9 to 12 yards

Skill Rune - Lumbering Cold

Damage increased from 196% to 200% weapon damage

Skill Rune - Zombie Bears

Damage increased from 392% to 400% weapon damage

Passive Skills

Bad Medicine

Damage reduction increased from 20% to 25%

Duration increased from 3 to 5 seconds

Blood Ritual

Mana costs taken from Life increased from 10% to 20%

Physical Attunement

Has been removed

Replaced with:

Swampland Attunement

Grants you and your pets 120 resistance to Physical, Poison, Fire, and Cold per enemy within 20 yards

Spiritual Attunement

Mana regeneration increased from 1% to 3% per second

Bug Fixes

Fixed an issue that prevented reapplication of Haunt - Poisoned Spirit from applying the +20% damage taken buff

Fixed an issue that prevented Fetishes summoned by The Gidbinn from counting towards the Zunimassa's Haunt (4) Set Bonus

Fixed an issue that caused each Firebats - Hungry Bats bat to deal half the listed damage

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Wizard

Active Skills

Archon

Arcane Strike knockback effect has been removed

Arcane Blast cooldown has been removed

Skill Rune - Slow Time

Now also causes your Arcane Blast and Arcane Strike abilities to Freeze enemies for 1 second

Passive Skills

Unstable Anomaly

Has been redesigned

When you receive fatal damage, you instead gain a shield equal to 300% of your maximum Life for 5 seconds and release a shockwave that knocks enemies back and Stuns them for 3 seconds.

This effect may occur once every 60 seconds

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ITEMS

Cooldown Reduction and Resource Cost Reduction can now roll on normal Shields

Azurewrath

Aura damage increased from 30-40% to 500-650% weapon damage per second

Aura now also affects Demons

Now knocks enemies into the air instead of knocking them back

Fulminator

Lightning rod damage increased from 167-222% to 444-555% weapon damage per second

Now rolls with a guaranteed primary stat instead of Attack Speed

Hellfire Amulet

Now rolls with a guaranteed socket

Stone of Jordan

Once again rolls with +Maximum Resource as a secondary stat for all classes

Thorns of the Invoker

This set now only drops for Crusaders

Class-Specific Items

Barbarian

Bracers of Destruction

New Legendary Bracers

Seismic Slam deals 300-400% increased damage to the first two enemies it hits

Bracers of the First Men

New Legendary Bracers

When Hammer of the Ancients hits an enemy, gain 75-100% increased attack speed for 3 seconds

Fjord Cutter

Chilling aura proc chance increased from 20-30% to 100%

Fury of the Ancients

New Legendary Shoulders

Call of the Ancients gains the effect of the Ancients' Fury rune

Crusader

Gabriel's Vambraces

New Legendary Bracers

When your Blessed Hammer hits 3 or less enemies 75-100% of its Wrath cost is refunded

Guard of Johanna

New Legendary Crusader Shield

Blessed Hammer damage is increased by 200-250% for the first 3 enemies it hits

Johanna's Argument

New Legendary Flail

Increases the attack speed of Blessed Hammer by 100%

Seeker of the Light

New Set

(2) Set Bonus

Every use of Blessed Hammer that hits an enemy reduces the cooldown of Falling Sword and Provoke by 1 second

(4) Set Bonus

You take 50% less damage for 8 seconds after landing with Falling Sword

(6) Set Bonus

Increases the damage of Blessed Hammer by 750% and Falling Sword by 250%

Demon Hunter

Hunter's Wrath

New Legendary Belt

Your Hatred generators attack 30% faster and deal 30-40% increased damage

Wraps of Clarity

New Legendary Bracers

Your Hatred generators reduce your damage taken by 30-35% for 5 seconds

Yang's Recurve

New Legendary Bow

Multishot attacks 40% faster

Rolls with +30-40% Resource Cost Reduction

Monk

Binding of the Lost

New Legendary Belt

Each hit with Seven-Sided Strike grants 3-3.5% damage reduction for 7 seconds

Shenlong's Spirit

(2) Set Bonus

The damage of your Spirit Generators is increased by 1% for each point of Spirit you have

When reaching maximum Spirit, all damage is increased by 300%, but you no longer passively regenerate Spirit and 65 Spirit is drained every second until you run out of Spirit

Uliana's Strategem

New Set

(2) Set Bonus

Every third hit of your Spirit Generators applies Exploding Palm

(4) Set Bonus

Your Seven-Sided Strike deals its total damage with each hit

(6) Set Bonus

Your Seven-Sided Strike detonates your Exploding Palm

Witch Doctor

Coils of the First Spider

While channeling Firebats, gain 60000-80000 Life per Hit

Jeram's Bracers

New Legendary Bracers

Wall of Death can be cast up to twice again within 2 seconds before the cooldown begins

Helltooth Harness

Has been redesigned

(2) Set Bonus

Enemies hit by Wall of Death are afflicted by Necrosis becoming Slowed and taking 2500% weapon damage every second for 10 seconds

(4) Set Bonus

After applying Necrosis to an enemy, you take 50% reduced damage for 10 seconds

(6) Set Bonus

Enemies afflicted by Necrosis take 800% increased damage from your primary skills, Acid Cloud, Firebats, Grasp of the Dead, Piranhas, Wall of Death, and Zombie Charger

Manajuma's Way

Has been redesigned

(2) Set Bonus

Your Hex - Angry Chicken explosion damage is increased by 100% and slain enemies trigger an additional explosion

Your Hex - Angry Chicken now lasts 15 seconds and movement speed as a chicken is increased by an additional 100%

Spirit of Arachyr

New Set

(2) Set Bonus

Summon a permanent Spider Queen who leaves behind webs that deal 1500% weapon damage per second over 5 seconds and slows enemies. The Spider Queen is commanded to move to where you cast your Corpse Spiders.

(4) Set Bonus

Hex gains the effect of the Toad of Hugeness rune. While Toad of Hugeness is active, you take 40% reduced damage. After Toad of Hugeness finishes his meal, you will heal for 10% of your maximum Life per second for 10 seconds.

(6) Set Bonus

The damage of your creature skills is increased by 500%. Creature skills are Corpse Spiders, Firebats, Hex, Piranhas, and Plague of Toads.

The Spider Queen's Grasp

Now rolls with +45-60% Corpse Spider damage

Zunimassa's Haunt

Has been redesigned

(2) Set Bonus

Now also reduces the cooldown of Fetish Army by 80%

Wizard

Chantodo's Resolve

Has been redesigned

(2) Set Bonus

Every second while in Archon form you expel a Wave of Destruction, dealing 350% weapon damage to enemies within 30 yards

Every time you hit with an attack while not in Archon form, 350% weapon damage is added to the Wave of Destruction, stacking up to 20 times

Vyr's Amazing Arcana

Has been redesigned

(2) Set Bonus

Archon gains the effect of every rune

(4) Set Bonus

You automatically start with 50 Archon stacks when entering Archon form

(6) Set Bonus

You also gain Archon stacks when you hit with an Archon ability

Several existing class-specific Legendary items have been updated to include a unique Legendary power

Note: Existing items will not be affected by the following changes. Only new versions of the items will roll with the added Legendary power.

Barbarian

Arreat's Law

Legendary power added

Weapon Throw generates up to 15-20 additional Fury based on how far the enemy hit is. Maximum benefit when the enemy hit is 20 or more yards away.

Demon Hunter

Izzuccob

Has been removed

Replaced with Valla's Bequest

Legendary power added

Strafe now pierces

Note: Demolition will only pierce once

Wizard

The Swami

The bonuses from Archon stacks now last for 15-20 seconds after Archon expires

New Seasonal Legendary Items

Note: The following Seasonal items will be not be available to PC players until Season 4 begins and will be available exclusively to Seasonal characters until the conclusion of Season 4

Bane of the Stricken

New Legendary Gem

Each attack you make against an enemy increases the damage it takes from your attacks by 1.0%

Gain 25% increased damage against Rift Guardians and bosses at rank 25

Barbarian

Dishonored Legacy

New Mighty Weapon

Cleave deals up to 300-400% increased damage based on percentage of missing Fury

Crusader

Sacred Harness

New Legendary Belt

Judgment is cast at your landing location when casting Falling Sword

Demon Hunter

The Demon's Demise

New Legendary Hand Crossbow

Spike Trap - Sticky Trap spreads to nearby enemies when it explodes

Monk

Lion's Claw

New Legendary Fist Weapon

Seven-Sided Strike performs an additional 7 strikes

Witch Doctor

Henri's Perquisition

New Mojo

The first time an enemy deals damage to you, reduce that damage by 45-60% and Charm the enemy for 3 seconds

Wizard

Fazula's Improbable Chain

New Legendary Belt

Archon stacks also increase your Attack Speed, Armor and resistances by 1%

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ADVENTURE MODE

Bounties

There will now only be 1 bonus act per game

Completing a bonus act will now award an extra cache with additional gold and crafting materials

Upon completing the bonus act, a new bonus act will be activated

The bonus act now changes every hour

Horadric Caches now contain an act specific crafting material starting at level 70

Horadric Caches now contain a guaranteed Legendary item or Set recipe (if available)

Individual bounties no longer award Blood Shards, they are now contained in the Horadric Cache

Horadric Caches now contain gold

Time until the helpful locator ping for an objective shows up has been reduced from 5 minutes to 1 minute

Nephalem Rifts

Nephalem Rifts no longer require Keystones

The Realm of Trials has been removed from the game

Generic Greater Rift Keystones now drop and can drop at any difficulty level

The amount of progress required to complete a Nephalem Rift or Greater Rift has been increased

The option to upgrade a keystone upon successful completion of a Greater Rift has been removed

You may now only upgrade Legendary Gems if you complete a Greater Rift before time expires

Greater Rift tiers are now selected via a dropdown menu

The maximum rift tier that can be selected is:

The Greater Rift tier equivalent to the highest difficulty setting Nephalem Rift you have completed

One tier higher than the highest Greater Rift tier you have successfully completed

Monster damage in Greater Rifts above tier 25 has been significantly reduced

The number of Blood Shards dropped in Greater Rifts above tier 42 has been increased

The number of guaranteed Legendary items dropped in Greater Rifts starting at tier 50 has been increased

Keywardens now drop Infernal Machines instead of keys; existing keys will be converted into their corresponding machine types upon login

Infernal machines only drop for players who are in the same area

Infernal Machine crafting recipes have been removed from the game

Bug Fixes

Fixed an issue that could sometimes prevent The Hell Portals bounty from being completed

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CRAFTING

Low level crafting materials have been removed from the game

Crafting costs and crafting material drop rates have been adjusted to have more parity between the different materials

Blacksmith

Magic and Rare recipes no longer drop

Additional Magic and Rare recipes have been added to fill in gaps while leveling

A new filter option has been added that displays items relevant to your level and class

Crafted Legendary and Set items no longer require a Legendary crafting material

Level 70 crafted Legendary and Set items now require act-specific crafting materials instead of a

Forgotten Soul

Crafting costs have been standardized across slots

Cain's Memory and Cain's Insight now have more relevant affixes

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MONSTERS

Jailer

Damaged has been reduced by 50%

Duration increased from 1 second to 1.5-2.5 seconds

The cooldown between monsters in the same pack casting Jailer has been greatly increased

Poison Enchanted

Monsters in the same pack now have a shared cooldown on casting this ability

Monsters now only cast 1 poison bomb at once

Individual monster cooldown has been slightly reduced

Champion packs with the Waller affix can no longer summon a wall within 3 yards of another wall

The experience and rift progress granted by several monsters has been adjusted to be more in line with the difficulty required to kill them

Damage inflicted by the Reflects Damage affix has been increased

Only one monster in a pack can be reflecting damage at a time

Monsters can no longer reflect damage while afflicted by a Witch Doctor's Hex

Fire Chains damage radius has been decreased to more closely match the visual effect

Armor Scavenger

Armor mechanic has been redesigned

Damage has been slightly increased

Health has been slightly reduced

Burrow time has been slightly increased

Corrupted Angels can no longer dash over terrain that cannot be walked on

Winged Assassins and Executioners can now be killed while casting and recovering from their leap attacks, but cannot be killed while in midair

Winged Assassins, Urzael, and Executioners no longer deal damage if they are killed during their leap attacks

Rockworm

Now spawn in a burrowed state

Must wait a minimum of 4 seconds after surfacing before they may burrow again

Sand Sharks must wait a minimum of 4 seconds after surfacing before they may burrow again

Rift Guardians

Most monsters are no longer allowed to shoot projectiles at targets in melee range

Monsters that shoot projectiles will now always aim them at a player, but projectiles can still collide with pets

Some monsters maximum ranges have been reduced to make sure they can no longer shoot players from off screen

Monsters that use ranged attacks will now make more of an effort to get to a range where they can use them

Monsters that charge now target random players

Monsters that run away now only do so when approached by players and can now do so less frequently

Rift Guardian life has been significantly lowered

Orlash

Clones may no longer change direction while using their breath attack

Orlash will now summon three clones starting at 50% Life

Clones duration has been increased

Clones will now use their breath attack as soon as they are summoned

Melee attack damage has been slightly reduced

Greatly reduced the damage radius of Orlash's breath attack

Sand Shaper

Cyclone duration has been reduced

Cyclone damage radius has been decreased

Will now summon Cyclones at random distances from himself

Stonesinger

No longer spawns clones

Now summons stone turrets that fire mortars

Now has a charge that does not deal damage

Melee attack damage has been significantly reduced

Now has a knockback

Bug Fixes

Fixed an issue that prevented Wasp projectiles fired by Elite Sand Wasps from dealing more damage

Fixed an issue that prevented Tethrys' ground AoE from dealing reduced damage to pets

Fixed an issue that prevented Orlash's breath attack from dealing reduced damage to pets

Fixed an issue that could sometimes prevent Corrupted Angels' dash attack from damaging players

Fixed an issue that caused the damage from Arcane Sentry to be very slightly out of sync with its visual effect