

Doomsday Engine - Feature #1199

Shaders, Texture Maps + other ver.2 features.

2003-06-18 10:23 - skyjake

Status: Closed	Start date: 2003-06-18
Priority: Urgent	% Done: 0%
Assignee:	
Category: Redesign	
Target version:	
Description Support for quake3 style pixel/vertexshaders for both flats and objects. Particle's rendered to textures, for eg fire/water effects ala Unreal. Bump/Specular/Enviroment/Reflection/Procedural mapping for models/walls/flats. Would greatly enhance the look of Doomsday. Area based fog through XG sectors. Client window/pov > Rendered to texture's, eg for security camera's and portal effects. Flat matrices. Instead of a flat surface. A surface could be created using a matrix which could be actively deformed for eg a water surface. Dani J666	
Labels: Graphics	
Related issues:	
Copied to Feature #1623: Shaders	Progressed 2013-03-01
Copied to Feature #1624: Render particles to textures	Rejected 2013-10-22
Copied to Feature #1625: Per-pixel surface shading (bump/specular/reflection ...	Progressed 2013-10-22
Copied to Feature #1626: Area-based fog	New 2013-10-22
Copied to Feature #1627: Render game view to a texture	Closed 2013-10-22
Copied to Feature #1628: Surface meshes	New 2013-10-22

History

#1 - 2003-06-23 07:16 - badrad

Logged In: YES
user_id=816824

Wow the Tenebrae stuff really is amazing...and its opensource! Can its code be used for Doomday? That would be breathtaking!

#2 - 2004-01-01 10:48 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I'd like to see per-pixel lighting. Anyone take a look at tenebrae's latest pics. Those wall textures are really benefiting from it.

#3 - 2013-10-20 20:41 - skyjake

- *Tags set to [Renderer](#), [Graphics](#), [Textures](#), [OpenGL](#)*
- *Category set to [Redesign](#)*
- *Status changed from [New](#) to [In Progress](#)*
- *% Done changed from 0 to 10*

#4 - 2013-10-20 20:44 - skyjake

- *Priority changed from [Normal](#) to [Urgent](#)*

#5 - 2013-10-21 20:50 - skyjake

Maybe this should just be merged into Feature [#7](#)?

#6 - 2013-10-22 08:09 - skyjake

- *Status changed from [In Progress](#) to [Closed](#)*
- *% Done changed from 10 to 0*

This composite issue has been split into separate ones under Issue [#7](#).