

# Doomsday Engine - Feature #1201

## Dynamic shadows

2003-06-19 16:09 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2003-06-19
<b>Priority:</b> High	<b>% Done:</b> 50%
<b>Assignee:</b> skyjake	
<b>Category:</b> Redesign	
<b>Target version:</b> 3.0	
<b>Description</b> Why not some dynamic shadows on doomsday 2.0? like in quake or older game... Or like in Ddoom III ;-)	
<b>Labels:</b> Graphics	
<b>Related issues:</b> Related to Feature #7: Next-gen renderer (codename "Gloom") <b>Progressed</b> 2003-07-10	

### History

#### #1 - 2003-07-03 15:19 - jaquboss

Logged In: YES  
user\_id=899538

There is so much Fireballs???

#### #2 - 2003-07-23 23:13 - skyjake

*(originally posted by anonymous SF.net user)*

Logged In: NO

are you crazy? every fireball would be a lightsource, I don't think we'll see hardware capable of rendering that realtime shadows, this hardware won't show up soon, damn, it won't even show up in a few years

#### #3 - 2003-11-01 12:56 - chilvence

Logged In: YES  
user\_id=675595

Uhhh.... shadowlimit?

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

- Priority changed from Normal to High

#### #5 - 2019-11-29 16:15 - skyjake

- Category set to Redesign

- Assignee set to skyjake

- Target version set to 3.0

- % Done changed from 0 to 50