

## Doomsday Engine - Feature #1622

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

### Vanilla depth shading

2013-10-22 07:46 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2013-10-22
<b>Priority:</b>	Urgent	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Vanilla emulation		
<b>Target version:</b>	Rendering		

#### Description

We should replicate the original games' depth shading as closely as possible.

In practice, the depth shading gradient could be stored in a texture that is multiplied into the other lighting. (A per-pixel shader to calculate it programmatically might be a waste of GPU time; however it shouldn't require a very complex function.)

#### History

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**#1 - 2013-10-22 07:47 - skyjake**

- Parent task set to #7

**#2 - 2016-03-27 08:40 - skyjake**

- Target version set to Rendering

**#3 - 2019-11-29 23:23 - skyjake**

- Parent task changed from #7 to #1648