

Doomsday Engine - Feature #1623

Feature # 7 (Progressed): Next-gen renderer (codename "Gloom")

Shaders

2013-10-22 07:53 - skyjake

Status:	Progressed	Start date:	2013-03-01
Priority:	Urgent	% Done:	60%
Assignee:	skyjake		
Category:	Redesign		
Target version:	Rendering		
Description			
Support for vertex and fragment shaders for surfaces, objects, and UI.			
libgui already implements the basic support for shaders, and the new UI framework uses them for drawing the taskbar and other UI elements. The next step is to use them in game and map rendering.			
Related issues:			
Related to Feature #1625: Per-pixel surface shading (bump/specular/reflection...		Progressed	2013-10-22
Related to Feature #1628: Surface meshes		New	2013-10-22
Related to Feature #1416: [Doom] Invisible "fuzz" effect		New	2006-08-20
Related to Feature #1476: Support for the features of the Playpal and Colorma...		New	2008-11-08
Related to Bug #606: Shiny texture coordinate issues		Closed	2009-02-10
Related to Feature #1635: HDR rendering		Resolved	2013-10-23
Related to Feature #1685: [Doom] Inverted B&W palette for invulnerability		Closed	2013-12-17
Related to Feature #1900: OpenGL 3.3 Core Profile		Closed	2014-11-18
Related to Feature #1995: Improved 3D model shaders		Closed	2013-10-12
Related to Feature #8: New GL2 based model renderer		Closed	2013-10-11
Copied from Feature #1199: Shaders, Texture Maps + other ver.2 features.		Closed	2003-06-18

Associated revisions

Revision 742a4e66 - 2015-12-18 11:27 - skyjake

Renderer: Load/unload shaders as packages are loaded/unloaded

IssueID #1623

History

#1 - 2013-10-22 07:54 - skyjake

- Start date changed from 2013-10-22 to 2013-03-01

#2 - 2013-10-22 07:59 - skyjake

- Subject changed from Shaders (fragment and vertex) to Shaders

#3 - 2014-12-05 11:53 - skyjake

- Related to Feature #1900: OpenGL 3.3 Core Profile added

#4 - 2015-11-24 19:31 - skyjake

- Related to Feature #1995: Improved 3D model shaders added

#5 - 2015-11-24 19:31 - skyjake

- Related to Feature #8: New GL2 based model renderer added

#6 - 2015-12-22 13:10 - skyjake

- Status changed from New to In Progress

#7 - 2016-03-27 08:41 - skyjake

- Target version set to *Rendering*

#8 - 2016-07-06 00:02 - skyjake

- Status changed from *In Progress* to *Progressed*

#9 - 2018-10-27 15:14 - skyjake

- % Done changed from *50* to *60*

2.1 does DGL rendering via a shader, including implementations for all the custom blending modes. However, the shader is not customizable.