

## Doomsday Engine - Feature #1623

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

### Shaders

2013-10-22 07:53 - skyjake

<b>Status:</b> Progressed	<b>Start date:</b> 2013-03-01
<b>Priority:</b> Urgent	<b>% Done:</b> 60%
<b>Assignee:</b> skyjake	
<b>Category:</b> Redesign	
<b>Target version:</b> Rendering	
<b>Description</b>	
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.	
<b>Related issues:</b>	
Related to Feature #1625: Per-pixel surface shading (bump/specular/reflection...	<b>Progressed</b> 2013-10-22
Related to Feature #1628: Surface meshes	<b>New</b> 2013-10-22
Related to Feature #1416: [Doom] Invisible "fuzz" effect	<b>New</b> 2006-08-20
Related to Feature #1476: Support for the features of the Playpal and Colorma...	<b>New</b> 2008-11-08
Related to Bug #606: Shiny texture coordinate issues	<b>Closed</b> 2009-02-10
Related to Feature #1635: HDR rendering	<b>Resolved</b> 2013-10-23
Related to Feature #1685: [Doom] Inverted B&W palette for invulnerability	<b>Closed</b> 2013-12-17
Related to Feature #1900: OpenGL 3.3 Core Profile	<b>Closed</b> 2014-11-18
Related to Feature #1995: Improved 3D model shaders	<b>Closed</b> 2013-10-12
Related to Feature #8: New GL2 based model renderer	<b>Closed</b> 2013-10-11
Copied from Feature #1199: Shaders, Texture Maps + other ver.2 features.	<b>Closed</b> 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.