

## Doomsday Engine - Feature #1625

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

### Per-pixel surface shading (bump/specular/reflection etc. mapping)

2013-10-22 07:59 - skyjake

<b>Status:</b> Progressed	<b>Start date:</b> 2013-10-22
<b>Priority:</b> Urgent	<b>% Done:</b> 20%
<b>Assignee:</b> Deng Team	
<b>Category:</b> Redesign	
<b>Target version:</b> Rendering	
<b>Description</b>	
Bump/Specular/Environment/Reflection/Procedural mapping for models/walls/flats.	
Would greatly enhance the look of Doomsday.	
<b>Related issues:</b>	
Related to Feature #1623: Shaders	<b>Progressed</b> 2013-03-01
Related to Feature #1275: Lightmap decorations on surfaces (emission mapping)	<b>Closed</b> 2003-09-04
Related to Feature #1483: Shine maps and mask (greyscale or palletted)	<b>Closed</b> 2009-02-09
Related to Bug #208: Shiny texture mapping on models with shiny reaction < 1	<b>Closed</b> 2005-01-20
Has duplicate Feature #1226: Bumpmapping	<b>Closed</b> 2003-07-06
Copied from Feature #1199: Shaders, Texture Maps + other ver.2 features.	<b>Closed</b> 2003-06-18

### History

#### #1 - 2013-10-22 07:59 - skyjake

- Subject changed from Bump/specular/reflection etc. mapping for materials to Bump/specular/reflection etc. mapping

#### #2 - 2014-04-22 15:00 - skyjake

- Status changed from New to In Progress

#### #3 - 2015-01-13 19:32 - skyjake

- % Done changed from 0 to 20

#### #4 - 2015-01-13 19:34 - skyjake

The new model renderer ([#8](#)) supports this via shaders. Local light vectors are provided to the model for determining per-pixel lighting.

The situation is trickier with world surfaces, as it will require redoing the lower (GL facing) parts of the renderer completely — this is in the plans, though.

#### #5 - 2015-01-13 19:46 - skyjake

- Subject changed from Bump/specular/reflection etc. mapping to Per-pixel surface shading (bump/specular/reflection etc. mapping)

#### #6 - 2016-03-27 08:41 - skyjake

- Target version set to Rendering

#### #7 - 2016-07-06 00:03 - skyjake

- Status changed from In Progress to Progressed