

Doomsday Engine - Feature #2392

Sky-lit sectors should not be dimmer than non-sky-lit sectors with equivalent light level

2020-01-01 17:04 - skyjake

Status:	New	Start date:	2020-01-01
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	3.x		
Description			
<p>The sky is supposed to be a bright light source, so it should not subtract light from a sector, only add to it.</p> <p>Could be worthwhile to investigate non-saturating over-bright light levels (255+) that behave as HDR light values. The renderer could dynamically adjust the exposure depending on which sector the player is looking at, so that over-bright sectors would be the fullbright ones and others would become dimmer.</p> <p>Good test map: AV map23. The red sky makes sky-lit sectors too dim.</p>			

History

#1 - 2020-01-01 17:04 - skyjake

- Tracker changed from Bug to Feature

#2 - 2020-01-01 17:09 - skyjake

- Description updated

#3 - 2020-12-08 08:27 - skyjake

- Target version changed from 2.3 to 3.x