

Doomsday Engine - Feature #6

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

Draw lens flares using GL2

2013-10-11 09:40 - skyjake

Status:	Progressed	Start date:	2004-09-01
Priority:	Normal	% Done:	50%
Assignee:	skyjake		
Category:	Redesign		
Target version:	Rendering		
Description			
The old lens flares & halo renderer should be replaced with one that draws the flares using the new libgui GL2 classes. A shader should be used for positioning the flares.			
Subtasks:			
Feature # 1362: Smoothing of dynlights & halos			New
Feature # 1662: Refactor camera lens effects			Closed

History

#1 - 2013-10-11 09:48 - skyjake

- Parent task set to #7

#2 - 2013-10-18 14:41 - skyjake

- Category set to Redesign

#3 - 2013-11-02 18:47 - skyjake

- Status changed from New to In Progress

#4 - 2013-12-17 13:19 - skyjake

- Target version changed from 1.13 to 1.14

#5 - 2013-12-17 13:22 - skyjake

vermil wrote (in [#1605](#)):

Of course, I won't lie, I also think the new lens flares are coming in too early; that they should wait until halo's and dlights are also updated from 2d to 3d (and also possibly when the auto dlight algorithm takes the entire sprite rotation into account). I believe the later two still being 2d will notably, if not completely undermine the former at this stage and it's better to 'wow' the users with all three together, as they are so closely linked in the gameworld.

Well, the fact is that there's no time to finish the new flares for 1.13, and thus I'm postponing them to 1.14 so that they can be properly integrated into the map's light sources.

What I've accomplished so far with the flares is the core rendering technique. A lot of work remains to actually link that into the map objects and other light sources in a harmonious and thematically correct way.

#6 - 2014-03-08 13:50 - skyjake

- Target version changed from 1.14 to 1.15

#7 - 2014-07-17 11:04 - skyjake

- Target version changed from 1.15 to 42

#8 - 2015-04-22 04:22 - danij

- Target version deleted (42)

#9 - 2016-07-05 23:57 - skyjake

- Status changed from In Progress to Progressed

#10 - 2016-08-09 11:05 - skyjake

- Target version set to Rendering