Doomsday Engine - Feature #1938

Polyobjs represented by 3D models

2015-01-11 20:49 - skyjake

Status:	New		**Start date:**	2015-01-11
Priority:	Low		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:	Rendering II			

Description

Since polyobjs are rendered simply as additional walls, it should be straightforward to replace them with 3D models. For instance, a definition could be used to specify which polyobj to replace in a specific map. This would allow animation, shaders, etc. the full 3D model feature set applied on polyobjs.

Related issues:		
Related to Feature #1233: Surface decorations using 3D models	**New**	**2003-07-10**

History

#1 - 2015-01-11 20:49 - skyjake

- Related to Feature #1233: Surface decorations using 3D models added

#2 - 2019-11-29 21:12 - skyjake

- Priority changed from Normal to Low

- Target version set to Rendering II