

Doomsday Engine - Feature #1155

3D model for the sky

2003-05-18 21:15 - skyjake

Status: Closed	Start date: 2003-05-18
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description It would be neat to be able to replace the default sky sphere with a 3D model. The accuracy of MD2 models is insufficient, though. Perhaps implementing MD3 support would help...	
Labels: Graphics	

History

#1 - 2003-05-19 22:44 - skyjake

Logged In: YES
user_id=717323

If the sky 3D model was sufficiently detailed and large, it could be used to present actual 3D architecture that moves with the camera. Even in a 1:1 ratio. Although that would probably slow things down, because the sky would need to be quite detailed. And then there is the question of the skin: more than one texture is definitely needed. Allowing multiple sky models would help in both cases.

#2 - 2003-05-20 20:44 - skyjake

Logged In: YES
user_id=717323

Isn't this pretty much how Unreal did the sky?

#3 - 2003-05-27 17:43 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I think the sky sphere should use environment mapping. Like in Quake3/HalfLife etc.

#4 - 2003-06-08 14:58 - chrisdragon

Logged In: YES
user_id=763563

I agree, the skies would look very NICE if someone created the textures for the games..

-Chris