

Doomsday Engine - Feature #1156

Smart Filtering (sprites, other graphics)

2003-05-21 08:47 - skyjake

Status: Closed	Start date: 2003-05-21
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description A technique like this could be utilized to make the fonts and sprites look a bit sharper. It remains to be seen how well it works in practice. http://elektron.its.tudelft.nl/~dalikifa/	
Labels: Graphics	

History

#1 - 2003-05-22 23:53 - badrad

Logged In: YES
user_id=816824

The smart texture filtering:
<http://hiend3d.com/smartflt.html>

and additional filters:
<http://hiend3d.com/hq4x.html>

from hiend3d would be much better, and I would absolutely love for them to be in Doomday!

#2 - 2003-06-13 16:55 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I think that Advance Mame Scale2x (and even 4x) would give a better result.
It doesn't add blur

#3 - 2003-06-15 23:26 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

It can be used to enhance raw textures before sending them to the render engine, and not only 2d sprites, I mean instead of render the plain texture, render the "2xSAled" texture as some plugins for emulators do.

#4 - 2003-06-16 19:23 - skyjake

Logged In: YES
user_id=717323

Another algorithm:

<http://www.hiend3d.com/smartflt.html>

#5 - 2003-06-30 19:34 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Have a bunch: 2xSai, Super Eagle, etc... Good for people who can't download the big texture packs.

#6 - 2004-01-01 10:53 - droyd

Logged In: YES
user_id=812866

Well, seems a VERY good idea to me...

Doesn't 2*sai only do the edges? (which would mean raw texture would not work)