Doomsday Engine - Feature #1168

Real decals: bulletholes, blastmarks, etc.

2003-05-31 00:19 - skyjake

Status:	New	**Start date:**	2003-05-31
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Redesign		
Target version:	Rendering II		

Description

grimreaper642 says: "I've played ZDoom and loved the realistic decals (bloodsplats, bulletholes, blastmarks, etc.). I was wondering if maybe you could add decals or decal support similar that to the DoomsDay engine? It would be a much better eye candy effect than the particalized splats."

Labels: Graphics

Related issues:

Related to Feature #2195: Permanent blood (surface decal effect)	**New**	**2017-01-20**
Related to Feature #1699: Particle renderer 2.0	**New**	**2014-01-03**
Related to Feature #7: Next-gen renderer (codename "Gloom")	**Progressed**	**2003-07-10**

History

#1 - 2004-01-01 10:50 - gnam

Logged In: YES
user_id=792667

I agree. The particle blood is cool, but it would cooler if it would swap to decals as it fades out so it can stay on the wall without bogging down the particle generators. Bulletholes (and burn holes) would also be nice for the various projectiles.

On the subject of blood, getting the color right for each creature would be nice (ie blue blood for cacodemon, green for baron).

#2 - 2004-03-31 17:00 - papercut2

Logged In: YES
user_id=1566636

I disagree, I' a huge fan of the particle effects, as long as your able to take the time to work with them. I especially like the blood particles because they have a sort of "gravity" or physics to them, as opposed to simply appearing on the wall next to them. If you don't like the round circle blood splats, get some textured particles.

Though bulletholes and blastmarks would be very cool, but if there was a decent way to get it done with particles, I would prefer the particle engine.

#3 - 2006-08-02 04:17 - badrad

Logged In: YES
user_id=816824

I agree on all of this!

#4 - 2014-07-21 08:02 - skyjake

- Tags set to ZDoom, Textures, Renderer

#5 - 2017-01-22 08:50 - skyjake

- Related to Feature #2195: Permanent blood (surface decal effect) added

#6 - 2017-01-22 08:51 - skyjake

- Category set to Redesign

- Target version set to Rendering

#7 - 2017-01-22 08:51 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added

#8 - 2017-01-22 08:51 - skyjake

- Related to Feature #7: Next-gen renderer (codename "Gloom") added

#9 - 2017-04-03 19:35 - skyjake

- Target version changed from Rendering to Rendering II