

Doomsday Engine - Feature #1192

3D models for menu/HUD graphics

2003-06-15 23:22 - skyjake

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| Status: Rejected | Start date: 2003-06-15 |
| Priority: Low | % Done: 0% |
| Assignee: | |
| Category: | |
| Target version: | |
| Description HUD and menu patches could be replaced by 3D models. It would require adding a special 2D rendering mode for 3D models, though. | |
| Labels: User Interface | |
| Related issues: Related to Feature #1630: Implement game menus with InFine (InfineWidget) New 2013-10-22 | |

History

#1 - 2003-06-17 07:05 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Someone better start making a 3D Doomguy head.

#2 - 2003-07-09 03:34 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Have you seen Metroid Prime? It has a 3D hud that is built into the helmet she wears. The helmet is solid while the hud part is translucent. Something similiar to this but very Doom looking would be great for Doomsday, since the doomguy wears a helmet (duh!). Plus, blood/whatever splatter effects that splash against the visor and drip away.

#3 - 2013-10-19 19:01 - skyjake

- Tags set to 3DModel, UI, Menu

- Priority changed from Normal to Low

#4 - 2019-11-29 15:22 - skyjake

- Status changed from New to Rejected