

Doomsday Engine - Feature #1204

more complex shadows

2003-06-21 14:43 - skyjake

Status: Closed	Start date: 2003-06-21
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description I think dynamic shadows is asking a bit much, but you should still have complex shadows in Doomsday. i.e. shadows that always face the same direction but look like the shape of the monsters and move with them. You could at least have the shadows change direction relative to sunlight, but not every light source. By the way, have a look at the game Severance: Blade of Darkness. It has true dynamic shadows that react to light sources, and that game can run on a Pentium 3, even a Pentium 2! :-)	
Labels: Graphics	