

Doomsday Engine - Feature #1209

Lava/water whatever effects

2003-06-27 16:35 - skyjake

Status: Closed	Start date: 2003-06-27
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description How about "get rid of" the water textures and other things and replace them with effects as seen in unreal and other games. Also, shooting into the water would result in splashes. Shooting a rocket into the water would result in a very large splash. Don't need to swim around or anything. Anything that makes the water look more real and interesting. Same goes with lava (maybe get some heat rays coming off there), slime, whatever. Nice to see a rocket go into the lava and splash it everywhere.	
Labels: Data	

History

#1 - 2003-06-28 07:33 - danij

Closing as duplicate.

#2 - 2004-01-01 10:43 - dark_pulse

Logged In: YES
user_id=649259

It's not a bad idea, I especially like the Heatwave Ideals. Think of how well Episode 3 of DOOM I will look with that kind of effect...

The Textures might have to stay though, but that's not saying that there's nothing skyjake can't do to "Animate" them inbetween.

#3 - 2009-10-04 21:51 - badrad

Logged In: YES
user_id=816824

Yea that would be awesome if possible.