

Doomsday Engine - Feature #1225

Tenebrae style blood

2003-07-03 10:02 - skyjake

Status: Closed	Start date: 2003-07-03
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description If youve seen tenebrae, or the early build of....that.. game... , youve noticed how beautifully dark and grisly the blood is. I can only guess at exactly how its done, but the shader for it contains this: blendfunc GL_ZERO GL_ONE_MINUS_SRC_COLOR The actual decal is a cyan colored splotch. When these decals are splattered all over the place, it looks real messy, and nothing like someones been swinging a bucket of red paint around :) Labels: Graphics	

History

#1 - 2003-07-05 15:56 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

yeah that would be fine but this should be called 'doom3 style bloodsplats' since the tenebrae team "borrowed" the cyan-colored-particle-texture-idea + GL_ZERO GL_ONE_MINUS_SRC_COLOR blendfunc from the doom3 alpha

#2 - 2003-07-10 03:14 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

A lot of features that tenebrae has would benefit Doomsday.

#3 - 2003-07-10 10:42 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

<http://tenebrae.sourceforge.net>

Take a look at some of those pics. Those features REALLY would benefit Doomsday v2.0.

#4 - 2003-07-15 05:47 - skyjake

Logged In: YES
user_id=717323

Version 1.7.12 will support these blending modes.

#5 - 2003-07-18 06:35 - skyjake

Logged In: YES
user_id=717323

Yeah, they look swell. Doomsday 2.0 will need a redesigned renderer, and the assorted stuff in Tenebrae will surely be a good reference. However, I'd like to keep the generation of precalculated data to a minimum. Also, unlike Quake, the Doom map structure (being essentially 2-D) allows much more dynamical map architecture. This makes it more difficult to efficiently render advanced lighting effects.

#6 - 2003-08-16 18:06 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

This you mean >

<http://tenebrae.sourceforge.net/shots7/quake00115.jpg>

This could be achieved now if a new blending mode was added for particles. Instead of additive blending use instead subtractive blending.