

Doomsday Engine - Feature #1226

Bumpmapping

2003-07-06 03:27 - skyjake

Status: Closed	Start date: 2003-07-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description nuff said.	
Labels: Graphics	
Related issues: Is duplicate of Feature #1625: Per-pixel surface shading (bump/specular/refle... Progressed 2013-10-22	

History

#1 - 2003-07-06 08:44 - danij

Closing as duplicate.

#2 - 2009-10-04 22:43 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

It is an ambitious idea, but damn the effects are nice.