

Doomsday Engine - Feature #1227

Per pixel lighting

2003-07-06 03:28 - skyjake

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| Status: Closed | Start date: 2003-07-06 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: | |
| Description Look at Tenebrae to figure this one out. | |
| Labels: Graphics | |

History

#1 - 2003-07-06 13:55 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Very good, but where do you get your light source data from?
Certainly not from the torches, when some levels have 200+ of them appearing on the same screen.

#2 - 2003-07-06 22:33 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

per pixel lighting doesn't have to have anything to do with realtime-stencil-shadows (thats what makes doom3 or darkplaces/tenebrae appear so dark), per pixel lightning makes everything been lit per pixel, possible usage are: bumpmapping (heightmap), lumamapping (lightsource map), normalmapping (light behavior can come form a (unlimited high poly model /renderpolyflat) and glossmapping (shiny map) each mapping method adds an texture-files to the enhance the normally visible colormap (or texture as it's still called in the pre-doom-3 days)

there is no need to worry about lightsources

#3 - 2003-07-07 09:25 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

So your saying bump map everything from a single static lightsource + any extra dynlights?

#4 - 2003-07-08 17:40 - danij

Closing as duplicate.

#5 - 2009-10-04 22:42 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

no I meant all lightsources already available in doom/heretic/hexen, ok sector light's might be tricky to do but dynlights all the way if done with support for monster skins that is. it will only slow doomsday a bit down (well

4x texture data) ...

... but not nearly as much as realtime-stencil-shadows would, what is not possible to do with reasonable speed on todays top systems with a game like doom (lightsources, monsterhordes, imagine the how the shadows would move around 10 imps when every single one of them throws a fireball at you every 2 seconds in nightmare, that would look amazing, but also would bring every computer ever build down to the crawl thus: not worthy I know)

#6 - 2019-11-29 19:03 - skyjake

- Related to Feature #1535: Option for fullbright textures affected by colored sectors added

#7 - 2019-11-29 19:03 - skyjake

- Related to deleted (Feature #1535: Option for fullbright textures affected by colored sectors)