

Doomsday Engine - Feature #1240

Alpha Blended 8-bit, non-colorkeyed particle images

2003-07-16 01:59 - skyjake

Status: Closed	Start date: 2003-07-16
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description	
<p>Is there anyway to tell the engine to use the particle image itself for the alpha channel? Color keying won't achieve a smooth blend (obviously). Since the particle is greyscale anyway, there is no need to add another 3 color channels just to get the alpha channel. In nearly all cases the alpha channel would be exactly the same as the image.</p> <p>It would greatly improve the speed of tex particles if the same pixel data was used for the alpha blending. At the moment it requires the particle textures to be saved as 32bit, when 8bit images could achieve better quality as the saving could be better invested in higher res particle textures.</p> <p>Eg: 64*64 32bit tga = 17kb 64*64 8bit tga = 4kb And the only difference between the two is the alpha channel. The other color channels are redundant.</p> <p>So as you can see, if the above method was used, we could double the resolution and see NO slow down at all.</p> <p>Dani J</p> <p>Labels: Graphics</p>	

History

#1 - 2003-07-18 17:11 - skyjake

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In 1.7.12, particle textures without any alpha data will be processed in the following way:

1. Calculate averages of the RGB values of all pixels. This results in an 8-bit grayscale image.
2. The calculated averages become the alpha channel.
3. The pixel colors are all set to white.