

Doomsday Engine - Feature #1261

Maximising the potential of Multitexturing

2003-08-08 14:17 - skyjake

Status: Closed	Start date: 2003-08-08
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description Since Multitexturing is being used for various things including the first light on each surface and detail textures. It would be easy(relatively) to now incorporate other effects. Fake Volumetric Area based Fog. This could be applied once all other things are done by additive blending a color over the surface of the texture. Would be very simple to implement and achievable in the same pass. Distortion Effects. Once again this would be done at the end of the multitexturing process. Ie where you apply a dynlight could be used as the center for other effects (think heat haze). Dani J Labels: Graphics	