

Doomsday Engine - Feature #1275

Lightmap decorations on surfaces (emission mapping)

2003-09-04 17:18 - danij

Status: Closed	Start date: 2003-09-04
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version:	
Description A new type of Lightmap applied in the Light Decorations where you can specify a Lightmap that is used ONLY on the wall/flat it's associated to. Sized to the same dimensions of the wall/flat texture. Halos+Lights would be applied seperately still. Multitexturing would obviously be the best approach. The benefits: Surfaces can have any arbitrary lights that are impossible to recreate with the standard Light Decorations. Such as lightfittings, glowing lava, computer screens etc. Could enviroment mapping+blending modes be used to increase the range of effects possible with this feature? Labels: Graphics	
Related issues: Related to Feature #1625: Per-pixel surface shading (bump/specular/reflection... Progressed 2013-10-22	

History

#1 - 2004-01-01 10:38 - danij

Implement as a Material layer and update RL_AddPoly to pull these in along with dynamic lights before multiplying the "normal" layers over the top.

Consider re-instating and combining with the decorlight texture compositing that existed for a short time during the days of the old 1.8.0 branch.

#2 - 2009-10-04 21:35 - danij

Logged In: YES
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Or is this better approached using Shaders?
I'd assume you'd use multitexturing and blending (basically the same as Shader support?).
That way it's not limited to just lighting effects...

Here's a short mpg of timmie's zDoomGL shader support
<http://www.timmie.squabble.org/screenshots/shader.mpg>

#3 - 2013-10-21 07:56 - skyjake

- Tags set to Decorations, Lights, Renderer

- Subject changed from New LightDecoration Lightmap type: Self to Lightmap decorations on surfaces (emission mapping)

- Category set to Enhancement

#4 - 2019-11-29 16:22 - skyjake

- Status changed from New to Closed

Closing as obsolete. PBR materials have an emissive channel.