Doomsday Engine - Feature #1296

Light Stages for animated light sources

2003-10-03 07:33 - danij

Status:	New		**Start date:**	2003-10-03
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:	Modding			

Description

With the new lightmaps feature it would be great if we could use stages to animate lights. The result would be much improved lighting effects as fire could cast flickering lights etc...

If top & bottom lightmaps where rotated based on the angle of the source mobj it would allow for easier creation of fancy lighting tricks.

Does the center of lightmaps have to be used when positioning lightmaps? Could it be made possible to specify the center of the light map with eg Center { X Y } (would need to be a percentage 0-100).

Can lights be interpolated? eg size, color...

Labels: Graphics

Related issues:

Related to Feature #1280: Stages for decorations	**Closed**	**2003-09-07**

History

#1 - 2013-10-21 16:10 - skyjake

- Tags set to Lights, Animation, Decorations

#2 - 2019-11-29 16:24 - skyjake

- Subject changed from Light Stages to Light Stages for animated light sources

- Category set to Enhancement

- Target version set to Modding