

Doomsday Engine - Feature #1329

Improved specularity with shiny skins

2004-02-18 23:09 - danij

Status:	Closed	Start date:	2004-02-18
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:			
Description When using the model flags litshiny specular it would be possible to vastly improve the effect if there was a way to control at what light level the shiny skin is fully lit. A value range similar to that of light decorations - Levels [0 1] would be great for this. At the moment shiny effects are somewhat dull due to having to use litshiny (otherwise in very dark sectors you still see the shiny skin obviously). Labels: Graphics			

History

- #1 - 2013-10-21 16:46 - skyjake
- Tags set to 3DModel, Renderer, Materials
 - Category set to Enhancement
- #2 - 2016-08-09 10:59 - skyjake
- Status changed from New to Closed
- Obsoleted by the new 3D model renderer.