

## Doomsday Engine - Feature #1341

### Soft edges for sector lighting

2004-04-12 16:44 - easee

<b>Status:</b> Rejected	<b>Start date:</b> 2004-04-12
<b>Priority:</b> Normal	<b>% Done:</b> 50%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b>	
<b>Description</b> <p>ok here's an idea of mine for an a bit more realistic look i hope i can get the idea across well in english</p> <p>as an example for the "problem" in the first level after going through the first door turn either left or right 90degrees, walk forward into the corner and turn to the 2 enemies you'll see a part of the room (in duke3d it's called a "sector" i think, don't know about doom) that is brighter than the rest, matching the light source on top when the opponents walk in/out this "sector" they instantly turn brighter/darker</p> <p>to sum the 2 problems up:</p> <ol style="list-style-type: none"><li>1. a rectangle with sharp edges is not how light from a source hitting a surface looks like</li><li>2. the instant change of brightness of objects looks wrong</li></ol> <p>my ideas to solve it:</p> <ol style="list-style-type: none"><li>1. when you have a border that has the same texture on both sides but with different brightness, then render the border softer, making a little fade between the 2 brightnesses</li><li>2. when an object moves from a sector to another and changes brightness because of that let the change take some time, depending on its speed, like half a second for a running enemy</li></ol> <p>i hope that can be added :)</p> <p><b>Labels:</b> Graphics</p>	
<b>Related issues:</b>	
Related to Feature #2197: Remove the 'Bias' volumetric lighting system and th...	<b>Closed</b> <b>2017-02-06</b>

#### History

##### #1 - 2012-08-28 18:13 - daniij

The lightgrid (which is part of the new bias lighting model) has been implemented to do the "soft sector edges" stuff. However, it is not yet complete and must be enabled via the console ("rend-bias 1", "rend-bias-grid 1").

##### #2 - 2013-10-21 17:06 - skyjake

- Tags set to Lights, Renderer

- Subject changed from soft sector edges and less instant brightness-changes to Soft edges for sector lighting

- Category set to Redesign

- Status changed from New to In Progress

- % Done changed from 0 to 50

##### #3 - 2016-07-05 23:54 - skyjake

- Status changed from In Progress to Progressed

**#4 - 2017-02-06 14:14 - skyjake**

- Related to Feature #2197: Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit") added

**#5 - 2019-11-29 16:29 - skyjake**

- Status changed from Progressed to Rejected