

Doomsday Engine - Feature #1370

Feature # 7 (Progressed): Next-gen renderer (codename "Gloom")

Halos with fading trails (to go with the slowed occlusion)

2005-01-04 04:59 - danij

<b>Status:</b>	Rejected	<b>Start date:</b>	2005-01-04
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Enhancement		
<b>Target version:</b>			
<b>Description</b> <p>A nice realistic effect that would be somewhat easy to implement (I think) would be halos that cause a subtle, fading trail.</p> <p>This would mimic what happens in the retina of the human eye when looking at bright lights against a dark background (retina burn in).</p> <p>The effect could be used when using the realistic-halo mode instead of the lens flares. I would imagine some of the code be used from them?</p> <p>There is a demo of the effect in action available here: <a href="http://www.humus.ca/index.php?page=3D&amp;ID=55">http://www.humus.ca/index.php?page=3D&amp;ID=55</a></p> <p>Obviously none of the code there could be dropped straight in and the effect would have be much more subtle in Doomsday.</p> <b>Labels:</b> Graphics			

History

<b>#1 - 2013-10-16 14:20 - skyjake</b> <ul style="list-style-type: none"><li>- Tags set to LensFlare, GL2</li><li>- Status changed from New to In Progress</li><li>- Assignee set to skyjake</li><li>- Target version set to 1.13</li><li>- Parent task set to #6</li></ul>
<b>#2 - 2013-10-17 11:06 - skyjake</b> <ul style="list-style-type: none"><li>- Subject changed from Halos with fading trails (to go with the slowed occulsion) to Halos with fading trails (to go with the slowed occlusion)</li></ul>
<b>#3 - 2013-10-18 14:42 - skyjake</b> <ul style="list-style-type: none"><li>- Category set to Enhancement</li></ul>
<b>#4 - 2013-12-03 08:10 - skyjake</b> <ul style="list-style-type: none"><li>- Target version deleted (1.13)</li></ul>
<b>#5 - 2013-12-04 09:08 - skyjake</b> <ul style="list-style-type: none"><li>- Parent task deleted (#6)</li></ul>
<b>#6 - 2013-12-04 09:10 - skyjake</b> <ul style="list-style-type: none"><li>- Parent task set to #7</li></ul>
<b>#7 - 2015-03-21 22:42 - skyjake</b> <ul style="list-style-type: none"><li>- Status changed from In Progress to New</li></ul>

**#8 - 2019-11-29 16:44 - skyjake**

- *Status changed from New to Rejected*