

Doomsday Engine - Feature #1416

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

[Doom] Invisible "fuzz" effect

2006-08-20 01:17 - papercut2

| | |
|---|-------------------------------|
| Status: New | Start date: 2006-08-20 |
| Priority: Urgent | % Done: 0% |
| Assignee: | |
| Category: Vanilla emulation | |
| Target version: Rendering | |
| Description I thought the Fuzz effect in the original doom was quite interesting, and resembled a "cloaking" type thing. Unfortunately there doesn't appear to be a way to bring it back. Is it impossible to do with OpenGL, and Direct3d rendering? If not, please bring it back! If so, Is there a way to make an alternative, or something that looks similar to it? Labels: Graphics | |
| Related issues: Related to Feature #1623: Shaders Progressed 2013-03-01 | |

History

#1 - 2012-09-19 11:19 - danij

Logged In: YES
user_id=849456

I too would like to see this effect return. The best way to do this would be using a fragment shader I think so it will have to wait until drOpenGL 2.0 at least.

#2 - 2013-10-22 07:42 - skyjake

- Tags set to Graphics, GL2, Doom
- Subject changed from Invisible Fuzz Effect to [Doom] Invisible "fuzz" effect
- Category set to Vanilla emulation
- Priority changed from Normal to Urgent

#3 - 2013-11-02 14:36 - skyjake

- Parent task set to #1648

#4 - 2017-04-03 18:43 - skyjake

- Target version set to Rendering