Doomsday Engine - Feature #1619

Adaptive LOD for models

2013-10-21 16:33 - skyjake

Status:	Rejected	**Start date:**	2013-10-21
Priority:	Low	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:			

Description

As mentioned in #1319, having massive amounts of objects on the screen will make it difficult to draw all as 3D objects. In this scenario, the renderer could observe the amount of time spent rendering the frame and switch some/all faraway objects to regular 2D sprite/billboards to sustain an acceptable framerate.

History

#1 - 2013-10-24 08:42 - skyjake

- Priority changed from Normal to Low

#2 - 2019-11-29 12:49 - skyjake

- Status changed from New to Rejected