Doomsday Engine - Feature #1622

Feature # 1648 (Progressed): Complete vanilla DOOM emulation

Vanilla depth shading

2013-10-22 07:46 - skyjake

Status:	New		**Start date:**	2013-10-22
Priority:	Urgent		**% Done:**	0%
Assignee:				
Category:	Vanilla emulation			
Target version:	Rendering			

Description

We should replicate the original games' depth shading as closely as possible.

In practice, the depth shading gradient could be stored in a texture that is multiplied into the other lighting. (A per-pixel shader to calculate it programmatically might be a waste of GPU time; however it shouldn't require a very complex function.)

History

#1 - 2013-10-22 07:47 - skyjake

- Parent task set to #7

#2 - 2016-03-27 08:40 - skyjake

- Target version set to Rendering

#3 - 2019-11-29 23:23 - skyjake

- Parent task changed from #7 to #1648