

## Doomsday Engine - Feature #1624

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

### Render particles to textures

2013-10-22 07:56 - skyjake

<b>Status:</b> Rejected	<b>Start date:</b> 2013-10-22
<b>Priority:</b> Normal	<b>% Done:</b> 10%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b>	
<b>Description</b> Particles rendered to textures, for e.g. fire/water effects ala Unreal.  libgui has GLTarget for managing offscreen render targets, however the current renderer cannot yet use it.	
<b>Related issues:</b> Copied from Feature #1199: Shaders, Texture Maps + other ver.2 features. <b>Closed</b> <b>2003-06-18</b>	

### History

#### #1 - 2013-10-22 07:56 - skyjake

- Parent task set to #7

#### #2 - 2013-10-22 22:08 - danij

Can you give an example of where such an effect would be used?

#### #3 - 2013-10-22 22:45 - skyjake

For instance, generating a normal map dynamically based on objects contacting the surface: water ripples, etc. Likely would need some additional 2D features for the particle logic, if this was based on the same generators as for 3D effects.

#### #4 - 2016-07-05 23:55 - skyjake

- Status changed from In Progress to Progressed

#### #5 - 2019-11-29 16:37 - skyjake

- Status changed from Progressed to Rejected