

Doomsday Engine - Feature #1626

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

Area-based fog

2013-10-22 08:02 - skyjake

<b>Status:</b>	New	<b>Start date:</b>	2013-10-22
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Redesign		
<b>Target version:</b>	Rendering II		
<b>Description</b>			
Area based fog, for instance using XG sectors.			
Quite important for submersed environments, e.g., underwater.			
<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 22:09 - danij
- Open question: Should fog "volumes" be defined using map geometry primitives (i.e., lines and vertexes) or via some other mechanism.
- #2 - 2017-04-03 18:47 - skyjake
- Target version set to Modding
- #3 - 2017-04-03 19:35 - skyjake
- Target version changed from Modding to Rendering II