

## Doomsday Engine - Feature #1628

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

### Surface meshes

2013-10-22 08:07 - 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>			
<b>Target version:</b>	Rendering II		

#### Description

Instead of a simple flat surface with a couple of triangles, a surface could be created using a mesh which could be statically or dynamically deformed using a shader or simply precalculated vertex positions.

#### Related issues:

Related to Feature #1623: Shaders	<b>Progressed</b>	<b>2013-03-01</b>
Related to Feature #1945: Efficient reuse of world geometry across multiple f...	<b>Resolved</b>	<b>2015-01-13</b>
Related to Feature #1233: Surface decorations using 3D models	<b>New</b>	<b>2003-07-10</b>
Copied from Feature #1199: Shaders, Texture Maps + other ver.2 features.	<b>Closed</b>	<b>2003-06-18</b>

#### History

##### #1 - 2015-01-13 13:50 - skyjake

- Related to Feature #1945: Efficient reuse of world geometry across multiple frames/passes added

##### #2 - 2015-12-22 13:11 - skyjake

- Related to Feature #1233: Surface decorations using 3D models added

##### #3 - 2015-12-22 13:15 - skyjake

- Related to deleted (Feature #1233: Surface decorations using 3D models)

##### #4 - 2015-12-22 13:15 - skyjake

- Related to Feature #1233: Surface decorations using 3D models added

##### #5 - 2017-04-03 18:58 - skyjake

- Target version set to Rendering II