

Doomsday Engine - Feature #1635

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

HDR rendering

2013-10-23 08:30 - skyjake

Status:	Resolved	Start date:	2013-10-23
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Redesign		
Target version:	3.0		
Description			
We should consider the role of High Dynamic Range rendering in the next-gen renderer's lighting system.			
It should not differ too much from vanilla lighting in that dark areas should remain sufficiently dark. The most benefit would be gained from handling of bright lighting: adapting to outdoor areas and having bloom for intense point light sources or other relatively bright spots.			
In fact, adjusted properly this could entirely replace the old dynamic light "halos" (not lens flares, though).			
Related issues:			
Related to Feature #1623: Shaders		Progressed	2013-03-01
Related to Feature #1627: Render game view to a texture		Closed	2013-10-22
Related to Feature #1462: Light Amp Goggles and Torches affect dynamic lights		Rejected	2008-04-23
Related to Feature #1157: Auto-adjust brightness and contrast		Rejected	2003-05-22

History

#1 - 2013-10-23 08:32 - skyjake

- Description updated

#2 - 2018-10-27 15:06 - skyjake

- Status changed from New to Resolved

- Assignee set to skyjake

- Target version set to 3.0

- % Done changed from 0 to 100

Gloom does HDR rendering by using floating-point framebuffers and PBR materials and lighting.