

Doomsday Engine - Feature #1662

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

Feature # 6 (Progressed): Draw lens flares using GL2

Refactor camera lens effects

2013-11-14 11:15 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2013-11-14
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Redesign		
<b>Target version:</b>	1.13		
<b>Description</b> All engine-side camera lens effects (color filter, vignette, lens flares) should be handled in one place. This will also allow using shaders in frame post-processing in a more elegant fashion.			
<b>Related issues:</b> Precedes Feature #1663: Replace game-side color filter / special effect with ... <div>New2013-12-17</div>			