Doomsday Engine - Feature #1663

Replace game-side color filter / special effect with LensFx

2013-11-14 11:18 - skyjake

Status:	New		**Start date:**	2013-12-17
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Redesign			
Target version:	Rendering			

Description

The game-side color filters and other special effects (e.g., invulnerability) should be done using LensFx and shaders. Replicate the look of the original games' effects.

Subtasks:

Feature # 1685: [Doom] Inverted B&W palette for invulnerability	**Closed**

Related issues:

Follows Feature #1662: Refactor camera lens effects	**Closed**	**2013-11-14**

History

#1 - 2013-11-14 11:19 - skyjake

- *Due date deleted (2013-11-15)*

#2 - 2015-11-25 22:26 - skyjake

- *Assignee deleted (skyjake)*

#3 - 2016-03-27 08:59 - skyjake

- *% Done changed from 100 to 0*

#4 - 2017-04-03 18:59 - skyjake

- *Target version set to Rendering*