

## Doomsday Engine - Feature #1890

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

### New sequence-based model animation mechanism

2014-10-27 17:04 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2013-10-12
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Redesign		
<b>Target version:</b>	2.0 – Home UI & Packages		
<b>Description</b>			
Now that a new subsystem exists for rendering models ( <a href="#">#8</a> ), it needs to have a more sophisticated animation mechanism to take advantage of the possibilities that skeletal animation affords. On the whole, animations should be based on sequences (instead of frames) that are independent of the object states. Animations may also be controlled by motion of objects (walking, etc.).			
<b>Related issues:</b>			
Follows Feature #8: New GL2 based model renderer		<b>Closed</b>	<b>2013-10-11</b>
Precedes Feature #2159: Enhanced control over model animation sequences		<b>New</b>	
Copied to Feature #2170: Improved sequence-based model animation mechanism		<b>Progressed</b>	

### History

#### #1 - 2014-10-27 17:05 - skyjake

- Follows Feature #8: New GL2 based model renderer added

#### #2 - 2014-11-22 07:44 - skyjake

- Due date deleted (2013-10-12)

#### #3 - 2015-04-22 04:24 - danij

- Target version deleted (42)

#### #4 - 2015-12-22 13:17 - skyjake

- Status changed from New to In Progress

- Target version set to 2.0 – Home UI & Packages

- % Done changed from 0 to 50

Plenty of progress has been made with this. The biggest missing features are:

- Animating parts of the skeleton separately.
- Motion-controlled animations, e.g., walking animations.
- Blending animations.

#### #5 - 2016-03-27 08:19 - skyjake

- % Done changed from 50 to 70

#### #6 - 2016-05-13 14:00 - skyjake

- Precedes Feature #2159: Enhanced control over model animation sequences added

#### #7 - 2016-07-06 00:01 - skyjake

- Status changed from In Progress to Progressed

#### #8 - 2016-08-07 08:51 - skyjake

- Copied to Feature #2170: Improved sequence-based model animation mechanism added

#### #9 - 2016-08-07 08:52 - skyjake

- Status changed from Progressed to Closed

- % Done changed from 70 to 100