

Doomsday Engine - Feature #2197

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

Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit")

2017-02-06 14:11 - skyjake

Status:	Closed	Start date:	2017-02-06
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Cleanup		
Target version:	2.0 – Home UI & Packages		
Description			
The old experimental bias lighting system has two components:			
<ul style="list-style-type: none">• Direct light from point light sources. Tracks configured light sources and determines whether individual vertices are lit by them. Does simple raycasting to determine occlusions (shadows).• A volumetric grid is used for distributing soft ambient light from lit sectors to the immediate surroundings.			
The problem with these is that the implementation is entirely CPU-based and operates only on vertices. This is incompatible with the future direction of maximum GPU utilization and per-pixel lighting. Therefore the old experimental implementation should be removed, and a better GPU-based lighting system should be implemented for Doomsday 2.			
Related issues:			
Related to Bug #244: Bias Grid Lock Up		Closed	2005-07-11
Related to Feature #1158: Soft Sector Lighting		Closed	2003-05-22
Related to Feature #1341: Soft edges for sector lighting		Rejected	2004-04-12
Related to Feature #2035: Map lighting editor (volume, surface, and point sou...		New	2015-05-05

Associated revisions

Revision b778a8e9 - 2017-02-06 19:35 - skyjake
Cleanup|Renderer|World: Disable the bias light grid, bias light sources, and "bledit"

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Revision b6960004 - 2017-02-06 20:26 - skyjake
Cleanup|Client|World: Disabled more code related to "bledit"

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Revision 4a40a38f - 2017-02-06 21:04 - skyjake
Cleanup|Renderer|World: Removed obsolete source files

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Revision 81e54237 - 2017-02-06 21:08 - skyjake
Cleanup|Documentation: Removed obsolete console commands and variables

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History

- #1 - 2017-02-06 14:12 - skyjake**
- Description updated
- #2 - 2017-02-06 14:13 - skyjake**
- Related to Bug #244: Bias Grid Lock Up added
- #3 - 2017-02-06 14:14 - skyjake**
- Related to Feature #1158: Soft Sector Lighting added

#4 - 2017-02-06 14:14 - skyjake

- Related to Feature #1341: Soft edges for sector lighting added

#5 - 2017-02-06 14:14 - skyjake

- Related to Feature #2035: Map lighting editor (volume, surface, and point sources) added

#6 - 2017-02-06 14:14 - skyjake

- Related to Feature #1639: Optimize GridMap added

#7 - 2017-02-06 14:15 - skyjake

- Related to deleted (Feature #1639: Optimize GridMap)

#8 - 2017-02-07 11:06 - skyjake

- % Done changed from 0 to 100

#9 - 2017-02-07 11:06 - skyjake

- Status changed from In Progress to Closed

#10 - 2017-02-25 18:06 - skyjake

- Category changed from Redesign to Cleanup