

Doomsday Engine - Bug #552

Ambient occlusion on middle surfaces of 2-sided lines

2008-10-24 11:52 - danij

Status: New	Start date: 2008-10-24
Priority: Normal	% Done: 0%
Assignee:	
Category: Defect	
Target version: Rendering	
Description How best to handle this; Multitexture, split the poly into a 3x3 quadstrips (at most) and use vertex lighting?	
Labels: Graphics	
Related issues: Related to Feature #7: Next-gen renderer (codename "Gloom") Progressed 2003-07-10	

History

#1 - 2013-10-22 18:25 - skyjake

- Tags set to AmbientOcclusion, Renderer
- Subject changed from [Fakeradio] Middle surfaces on twosided linedefs to Ambient occlusion on middle surfaces of 2-sided lines
- Category set to Defect
- Target version deleted (1.7.15)

#2 - 2017-04-03 14:56 - skyjake

- Target version set to Rendering