Doomsday Engine - Bug #606

Shiny texture coordinate issues

2009-02-10 06:36 - danij

Status:	Closed	**Start date:**	2009-02-10
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:			

Description

Projecting shiny texture coordinates on quads isn't working particularly well currently as two adjoining surfaces with different dimensions end up with non-continuous texture coordinates resulting in quite noticeable seams.

Perhaps we should rethink how we handle this (in 1.9.1).

Maybe we should use the main texture coordinates but then manipulate the texture matrix directly? Which would allow us to avoid having to store another set of texture coordinates.

Or better still, create a cubemap out of the shiny texture and produce texture coordinates via glTexGen?

We'll need to rethink this anyway once we are freezing chunks of the map.

Labels: OpenGL Renderer

Related issues:

Related to Feature #1623: Shaders	**Progressed**	**2013-03-01**
Related to Feature #7: Next-gen renderer (codename "Gloom")	**Progressed**	**2003-07-10**

History

#1 - 2013-10-22 18:30 - skyjake

- Tags set to Renderer, Materials

- Parent task set to #7

#2 - 2013-10-22 18:33 - skyjake

Shininess/reflections should definitely be handled with shaders and reflection/cube maps.

#3 - 2015-12-22 13:19 - skyjake

- Category set to Enhancement

- Target version deleted (1.8.6)

#4 - 2015-12-22 13:21 - skyjake

- Parent task deleted (#7)

#5 - 2015-12-22 13:21 - skyjake

- Related to Feature #7: Next-gen renderer (codename "Gloom") added

#6 - 2017-04-03 14:59 - skyjake

- Target version set to Rendering

#7 - 2017-04-03 15:00 - skyjake

- Status changed from New to Closed

- Target version deleted (Rendering)

On second thought, closed as obsolete.