Doomsday Engine - Bug #62

Halo clipping vs. masked walls

2003-06-09 22:40 - skyjake

Status:	Closed	**Start date:**	2003-06-09
Priority:	Lowest	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.10		

Description

For example in E1M3, around the nukage pool.

Halos look really bad when they're visible between
the ceiling and the top of the masked walls.

Labels: Graphics

History

#1 - 2007-05-28 06:40 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#2 - 2007-05-29 12:36 - danij

Logged In: YES
user_id=849456
Originator: NO

This is an interesting problem. If we really want to handle this properly we will need a LOS test that can cast a ray through a perspective projected texture. Test to see if the covering texels of the lumobj origin are clipped by an opaque pixel in the masked wall.

I wonder if it might be better to rethink our approach with this. If instead we encoded lumobj origins into the accumulation buffer we could then cross reference with the z buffer and add halos as a post processing step.

#3 - 2009-07-23 12:15 - skyjake

Wait for 2.0 renderer.