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Subject: Re: C&C 3 Renegade Mod

Posted by [saberhawk](#) on Wed, 14 Mar 2007 21:58:24 GMT

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Titan1x77 wrote on Mon, 12 March 2007 01:36Man, I wasnt directing that towards you, even quoted him.

Well I learned something anyways, the sun is produced with the dazzle that uses "shaders" in the long run to "light up" the area, which i referred to as the "old/fake bloom"...

What I hope you learned is theres nothing special with the shader support in Renegade, as something as simple as a bloom effect was faked by a dazzle and shaders (that were already suported)...while many newer engines have per pixel lighting, native normal mapping support, and better netcode

I worked and played with this engine for years, Love the game, dont care for the engine anymore...it's old now.

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Alright, first off, the bloom is anything but 'faked'. While it may not be implemented the same way some other engines do it (Source for example), the end result is the same. A 'bright pass' filter is run on the frame which gets anything that is above a certain brightness level. It then performs a horizontal, then vertical blur on said 'filtered' image, and then combines it with additive blending to the original scene image. IF we were making the Renegade game right now, the better solution would be to pack a luminosity texture along with all the other textures in the game and simply render to an alternative target and then perform the blurring and combining stages, leaving an image that is more clearly 'bloomed' with less GPU load. You also say that newer engines have per-pixel lighting. Take a look at this screenshot then, it clearly has per-pixel specular lighting. Oh, it doesn't have fancy distortion effects? Wrong again. There are other things that are being worked on that I can't even talk about yet!