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Subject: Re: spam..

Posted by [saberhawk](#) on Sat, 11 Apr 2009 01:10:48 GMT

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madrackz wrote on Fri, 10 April 2009 21:04I dunno how to work with Shaders.SDB. I tried that before to get the bloom work, but the screen only turend blurry, on Scrins pictures you see only some textures are blurry

The reason for that is that you just applied the "bloom" shader directly. Bloom is a compound effect requiring a downscale, a low-pass filter, the bloom filters (both V and H), another set of those filters for higher quality, an upscale, and then an additive blend to the original scene.

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