
Subject: Post Process Shaders in Rengade!!!
Posted by [saberhawk](#) on Mon, 04 Dec 2006 07:35:48 GMT
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There was a mention of post process shaders inside the scripts 3.0 change-log, but marked as WIP. Much work has been put into the area since then, and they aren't WIP anymore. They will be in scripts 3.0 and rather than just endlessly talking, how about just viewing these pictures?

Yes.
This
is
ingame!

Now I bet many of you are saying "Oooh, that's pretty, but how can we be sure that is really ingame?" The answer to that is simple.
Very simple, infact.

There are plenty more pictures where those came from, just take a look in here.

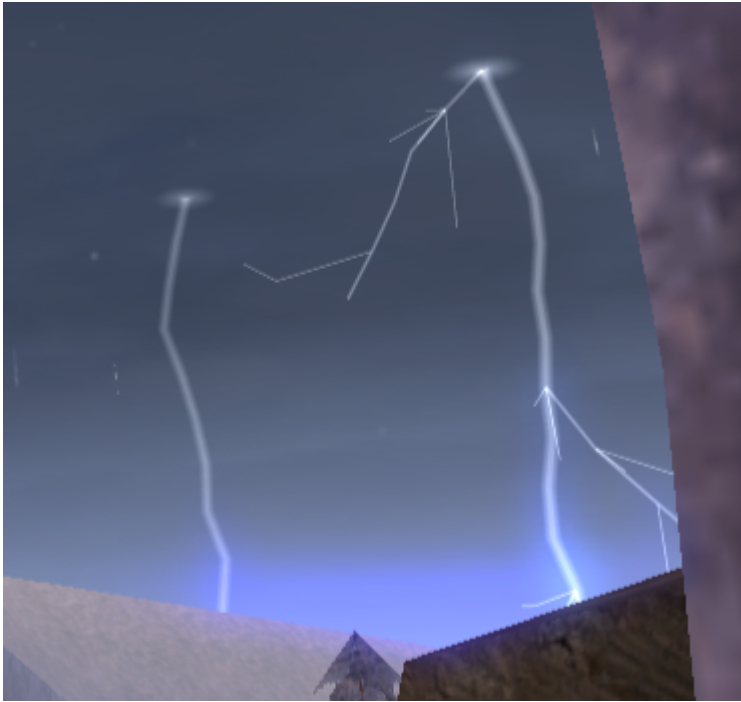
Subject: Re: Post Process Shaders in Rengade!!!
Posted by [Jerad2142](#) on Mon, 04 Dec 2006 08:27:39 GMT
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It looks like this improves how the lighting looks:

But it also could be that I never paid much attention to Renegade's lighting.

File Attachments

1) [lighting.PNG](#), downloaded 824 times



Subject: Re: Post Process Shaders in Rengade!!!
Posted by [R315r4z0r](#) on Wed, 06 Dec 2006 01:32:38 GMT
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OO so pretty

Subject: Re: Post Process Shaders in Rengade!!!
Posted by [Halo38](#) on Fri, 08 Dec 2006 01:54:47 GMT
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Very sexy i'll be putting these to good use

Subject: Re: Post Process Shaders in Rengade!!!
Posted by [R315r4z0r](#) on Fri, 08 Dec 2006 03:49:42 GMT
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STILL so very pretty

Subject: Re: Post Process Shaders in Rengade!!!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 08 Dec 2006 04:10:47 GMT
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Probably the best visual update to Renegade ever

Subject: Re: Post Proccess Shaders in Rengade!!!
Posted by [icedog90](#) on Fri, 08 Dec 2006 05:16:28 GMT
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Yeah, great job...

...just make sure you don't max out the bloom to the sky and everything else and make it look waaay unrealistic, like a lot of new games do today.

Subject: Re: Post Proccess Shaders in Rengade!!!
Posted by [Jerad2142](#) on Fri, 08 Dec 2006 07:06:21 GMT
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icedog90 wrote on Thu, 07 December 2006 22:16Yeah, great job...

...just make sure you don't max out the bloom to the sky and everything else and make it look waaay unrealistic, like a lot of new games do today.

Ha, your to late for RA:APB

Subject: Re: Post Proccess Shaders in Rengade!!!
Posted by [icedog90](#) on Fri, 08 Dec 2006 07:32:50 GMT
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Ugh, I hope they don't keep it like that... that is bloom way overused.

Subject: Re: Post Proccess Shaders in Rengade!!!
Posted by [Dan](#) on Fri, 08 Dec 2006 11:33:47 GMT
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Fucking hell... My eyes!

I guess scripts.dll is restricted to only adding post-processing effects like bloom and such?

Subject: Re: Post Proccess Shaders in Rengade!!!
Posted by [Jerad2142](#) on Sat, 09 Dec 2006 04:23:35 GMT
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For now, we shall wait and see (I think bump mapping is next!)

Subject: Re: Post Process Shaders in Rengade!!!
Posted by [icedog90](#) on Sat, 09 Dec 2006 04:39:57 GMT
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Or dynamic lighting...? I'd love to see that.

Subject: Re: Post Process Shaders in Rengade!!!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 10 Dec 2006 18:24:28 GMT
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When do you guys think you'll be done this? I can't wait.

Subject: Re: Post Process Shaders in Rengade!!!
Posted by [cmatt42](#) on Mon, 11 Dec 2006 00:11:37 GMT
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icedog90 wrote on Fri, 08 December 2006 01:32Ugh, I hope they don't keep it like that... that is bloom way overused.
They won't. It's just a little demonstration.
