Subject: graphic updates
Posted by Hitman on Mon, 19 Sep 2011 03:18:22 GMT
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things like the very good looking water (first TT teaser) and such, are those for the final version only?

Subject: Re: graphic updates
Posted by jonwil on Mon, 19 Sep 2011 06:18:38 GMT
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The water shader was dropped from 4.0 because of the need to, ya know, actually RELEASE something

Subject: Re: graphic updates
Posted by Spyder on Mon, 19 Sep 2011 11:44:16 GMT
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Why not include it as Saberhawk had it written already?

Subject: Re: graphic updates
Posted by jonwil on Mon, 19 Sep 2011 12:14:34 GMT
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Because the water shader as shown in the previews was not complete.

Subject: Re: graphic updates
Posted by rrutk on Mon, 19 Sep 2011 19:53:30 GMT
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will it be in the final or maybe 4.1 ?

because from my point of view it would be the only visible thing what brings some feeling of a modern game...

Subject: Re: graphic updates
Posted by kamuixmod on Wed, 26 Oct 2011 22:13:54 GMT
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will it even be released anymore?

Subject: Re: graphic updates
Posted by Gohax on Wed, 26 Oct 2011 22:27:37 GMT
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Hopefully so. It looked pretty nice.

Subject: Re: graphic updates
Posted by _SSnipe_ on Thu, 27 Oct 2011 07:52:09 GMT
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I am with them, add the beautiful looking water, it will make me want to play ren more.

Subject: Re: graphic updates
Posted by saberhawk on Sun, 30 Oct 2011 10:59:14 GMT
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Spyder wrote on Mon, 19 September 2011 04:44Why not include it as Saberhawk had it written already?

It wasn't finished. It could only work on one map at a time (ever) and couldn't be cleanly turned off (which would break the game completely on older computers.)

Subject: Re: graphic updates
Posted by saberhawk on Mon, 07 Nov 2011 02:58:57 GMT
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rrutk wrote on Mon, 19 September 2011 12:53will it be in the final or maybe 4.1 ?

because from my point of view it would be the only visible thing what brings some feeling of a modern game...

Subject: Re: graphic updates
Posted by liquidv2 on Mon, 07 Nov 2011 03:01:27 GMT
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i don't mind, it's just water

sure the water and the fire look neat but that's just it - they look neat
go look at the pretty water and fire while i kill your base, that's fine with me

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Subject: Re: graphic updates
Posted by saberhawk on Mon, 07 Nov 2011 03:05:42 GMT
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liquidv2 wrote on Sun, 06 November 2011 19:01i don't mind, it's just water
sure the water and the fire look neat but that's just it - they look neat
go look at the pretty water and fire while i kill your base, that's fine with me

It actually works with all point emitters, not just fire.

Subject: Re: graphic updates
Posted by Goztow on Mon, 07 Nov 2011 08:55:09 GMT
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saberhawk wrote on Mon, 07 November 2011 04:05
It actually works with all point emitters, not just fire.
I disagree.

Subject: Re: graphic updates
Posted by Hitman on Mon, 07 Nov 2011 15:29:47 GMT
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it would give renegade abit of renewal, which IMO it needs after this many years of the same
things over and over again

not that it would make a difference in the outcome or anything, but hey

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Subject: Re: graphic updates
Posted by kamuixmod on Mon, 07 Nov 2011 18:36:12 GMT
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i mean justg imagine you could at first use it very good for the APB Gap Generator. Instead of this
blue rotating shit, having this Reflective thing maybe without the water effect. so the enemy cant
look through but sees himself on a mirror

Subject: Re: graphic updates
Posted by saberhawk on Tue, 08 Nov 2011 07:29:53 GMT

Goztow wrote on Mon, 07 November 2011 00:55
I disagree.

I'll match your disagreement and raise the ante with a compiled shader package to be used with scripts 4.0 builds dated 20111106 and newer.

kamuixmod wrote on Mon, 07 November 2011 10:36i mean justg imagine you could at first use it very good for the APB Gap Generator. Instead of this blue rotating shit, having this Reflective thing maybe without the water effect. so the enemy cant look through but sees himself on a mirror

Unlikely. Having plane reflections (ie a lake) reflecting everything is one thing, but having an arbitrary shape (like the gap bubble) reflecting everything is another. If it can't be done in UDK, it certainly can't be done in Renegade.

```
File Attachments
1) particle_shader.zip, downloaded 311 times
```

Subject: Re: graphic updates
Posted by kamuixmod on Tue, 08 Nov 2011 12:46:44 GMT

oh ok. and whats this particle shader.zip thing?

Subject: Re: graphic updates
Posted by saberhawk on Tue, 08 Nov 2011 16:17:48 GMT

kamuixmod wrote on Tue, 08 November 2011 04:46oh ok. and whats this particle shader.zip thing?

It's the shader that goes with my screenshot hidden earlier in this thread. It doesn't work with the currently released TT versions, but will with the next and can be considered done.

Subject: Re: graphic updates
Posted by NACHO-ARG on Tue, 08 Nov 2011 18:32:22 GMT

Subject: Re: graphic updates

Posted by iRANian on Tue, 08 Nov 2011 19:13:48 GMT
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that looks pretty good.

Subject: Re: graphic updates
Posted by kamuixmod on Tue, 08 Nov 2011 23:30:59 GMT
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didnt test it yet but if i put it in data then do i get the tt graphic from the pics?

Subject: Re: graphic updates
Posted by StealthEye on Tue, 08 Nov 2011 23:35:59 GMT
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saberhawk wrote on Tue, 08 November 2011 17:17It doesn't work with the currently released TT versions, but will with the next and can be considered done.
But I think that once beta3 is released, putting it in data will be the way to get it.

Subject: Re: graphic updates
Posted by Jerad2142 on Wed, 09 Nov 2011 18:33:17 GMT
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saberhawk wrote on Tue, 08 November 2011 00:29Goztow wrote on Mon, 07 November 2011 00:55
I disagree.

I'll match your disagreement and raise the ante with a compiled shader package to be used with scripts 4.0 builds dated 20111106 and newer.

kamuixmod wrote on Mon, 07 November 2011 10:36i mean justg imagine you could at first use it very good for the APB Gap Generator. Instead of this blue rotating shit, having this Reflective thing maybe without the water effect. so the enemy cant look through but sees himself on a mirror

Unlikely. Having plane reflections (ie a lake) reflecting everything is one thing, but having an arbitrary shape (like the gap bubble) reflecting everything is another. If it can't be done in UDK, it certainly can't be done in Renegade.
Ah shame to hear that your shaders has limits that can't be overcome

What about light rays like in this:
http://www.youtube.com/watch?v=QqOeO3WJVos

I mean if Oblivion Engine (lol) can do it with little plugins you'd think we could as well?

Subject: Re: graphic updates
Posted by Reaver11 on Wed, 09 Nov 2011 23:24:44 GMT
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What if TT included the firstperson weaponmodels as thirdperson models and backmodels?

I think Blacky has already made them so it wouldn't be hard to implement them.

Subject: Re: graphic updates
Posted by Jerad2142 on Thu, 10 Nov 2011 21:13:43 GMT
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Don't think the first person models have LOD, and often used more draw calls. Last thing you want to do is make the base game have higher requirements right?

Subject: Re: graphic updates
Posted by kamuixmod on Thu, 10 Nov 2011 21:38:08 GMT
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but what would happen if u did as reaver11 said?
the quality or so wouldnt change, would it? its the same weapon anyway or?

Subject: Re: graphic updates
Posted by Reaver11 on Thu, 10 Nov 2011 22:19:26 GMT
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As far as I know those firstperson weapons indeed don't have LOD setup.
So given that it indeed might mean an increase of polys by 2k per char(Including the backmodel ofcourse)

This would change polycounts and shaders wouldn't so I see what you mean here.

Just thinking this might have been a way to increase the look of some models (Some 3rd person models look a bit ugly)

Subject: Re: graphic updates
Posted by kamuixmod on Thu, 10 Nov 2011 23:25:24 GMT
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but chaingung would make a problem maybe, since its animated in first person but not in 3. person. also the chain turns in 1. pers

Subject: Re: graphic updates
Posted by NACHO-ARG on Thu, 10 Nov 2011 23:37:57 GMT
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it would be cool to be able to use model replacements files whit out everything else geting back to the crapy low LOD models because of that, is it posible to include this as a feature in TT in order to achive this? or it would be too much work tho whorth it? just curious cause i dont think anyone runs renegade whit the low performance setings this days.

Subject: Re: graphic updates
Posted by Generalcamo on Sat, 22 Dec 2012 04:40:56 GMT
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Is this "Particle Shader" going to be officially distributed with TT soon? Also, will we EVER see that water shader ever again?