Volume lights

Description

Volume light effect is implemented by using separate pixel shader, during light pass. Volume lights closely represent point lights, but have different light id: **enum r3dLightTypes::R3D_VOLUME_LIGHT**. Volume light can be placed into game level using Level Editor, Objects root menu, Lights in objects list and Volume in subobjects list. All configuration controls that apply to point lights also apply to volume lights. One exception is influence radius tweaking. In contrary to point light inner and outer radius selection, volume light has exponent-like internal formula, without explicit radius parameters. Strength of volume light can be tuned by attenuation parameter.

There are no any custom classes used to volume lights implementation, all code is located in DS_Volume_Point_ps.hls pixel shader file.

Important methods

void Render_Deffered_Volume_Lights()

Loop over all point lights (characterized by **R3D_VOLUME_LIGHT** identifier), and render them. Visibility culling was relaxed in compare to point lights, because volume lights has no some limited visibility radius.