3D NPR in the spirit of Amiga games (improvement)

Basic Idea:

- reduce color palette – can't be 8 bit, try 64 colour per channel
- use ordered dithering for the lovely crosshatch pattern and transparency
- do other necessary NPR (?)
- probably requires more detailed geometry (?)
- try extreme discretization of shading – need steep transitions but still large cues to depth and shape
- need to find appropriate model (!)

- **shape depiction to emphasize highlights on the surface (the treein the second image)**
- **see how some the illumination model used in *Team Fortress 2* can be used as a starting point**