

3D NPR in the spirit of Amiga games

Basic Idea:



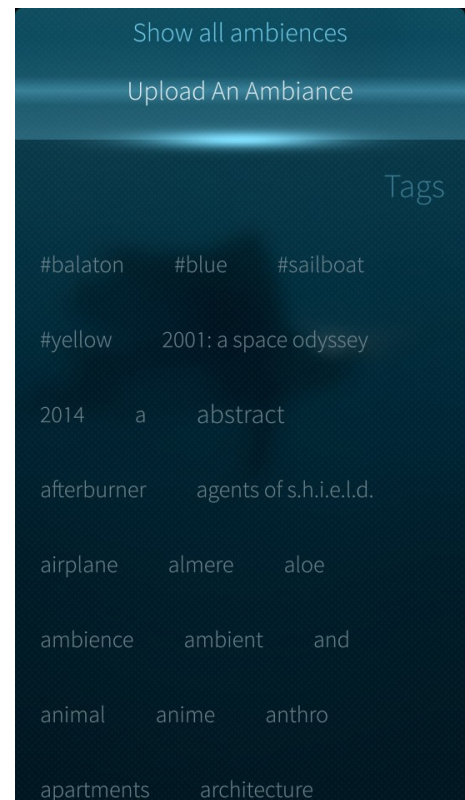
- collapse color palette to 8 bit RGB
- use ordered dithering for the lovely crosshatch pattern and transparency
- do other necessary NPR (?)
- probably requires more detailed geomtry (?)

NPR Post-processing of Video Games for Color-blind



- use a color palette with colors **visible** to color-blind people
- map colors that are invisible to visible colors to increase the detail
- need to figure out how to do 1-1 mapping to avoid redundancy and confusion of colors
- possible loss of detail (?)
- use as a library to intercept draw calls and apply post-processing

Extract Ambience from Images



- find the most contrasting pair (?) of colors in the image
- use the colors as a base palette for something else
- much like the "ambience" feature of SailfishOS UI