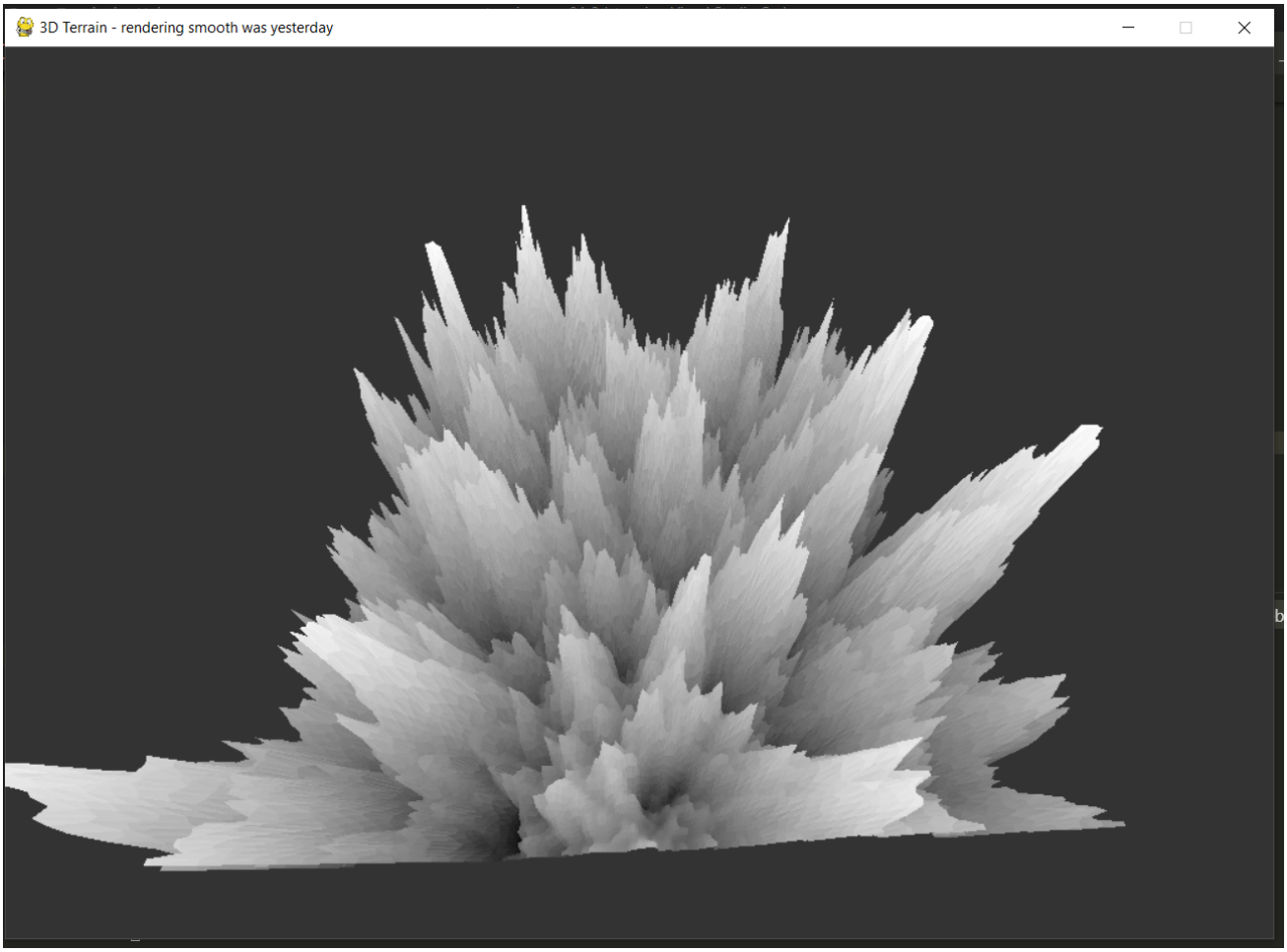
Gallery

Visual programming is fairly enjoyable due to some intermediate results and maybe some funny glitches. These usually don't make it into the final game. I've taken screenshots of my favorite or most confusing things I've seen during development. This gallery should give you a small insight into the development. Please enjoy!

The first terrain

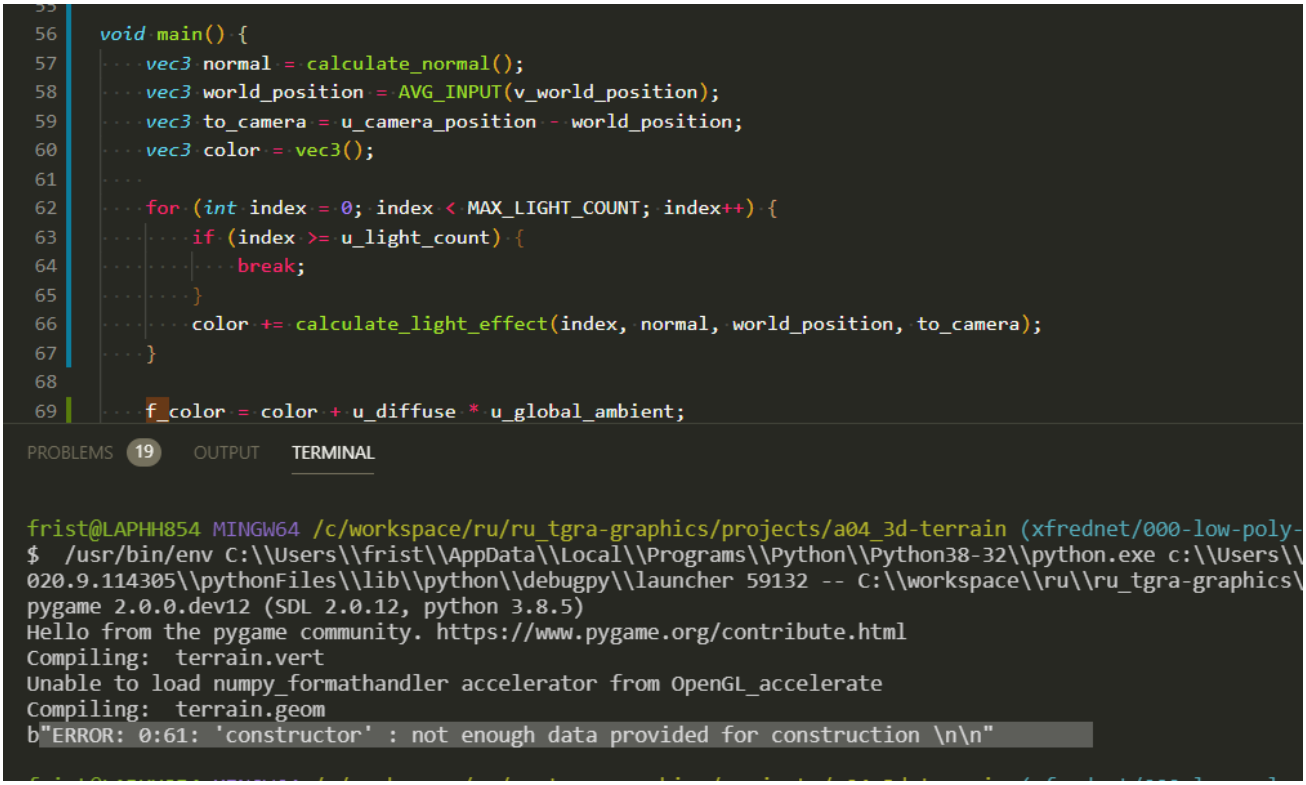
This is the first terrain that was completely rendered using shaders. I used the height map as a texture. This results in an interesting depth effect. There is no other lighting in this scene



An error in the geometry shader

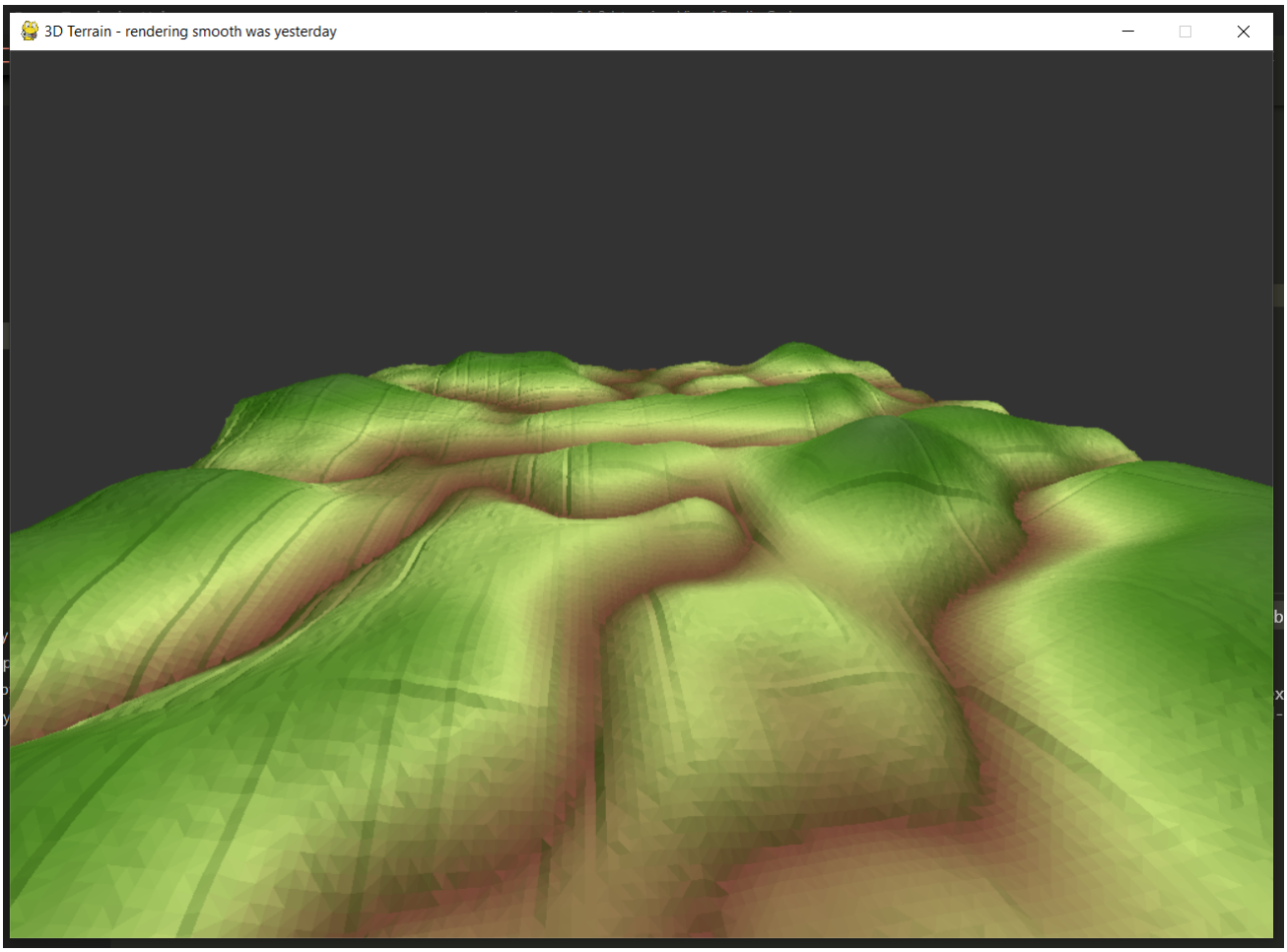
> Roses are red
> Violets are blue
> I got an error on line 102
> But the file ends at 32

I thought this was a meme but here it is. A legendary error on line 61 :).



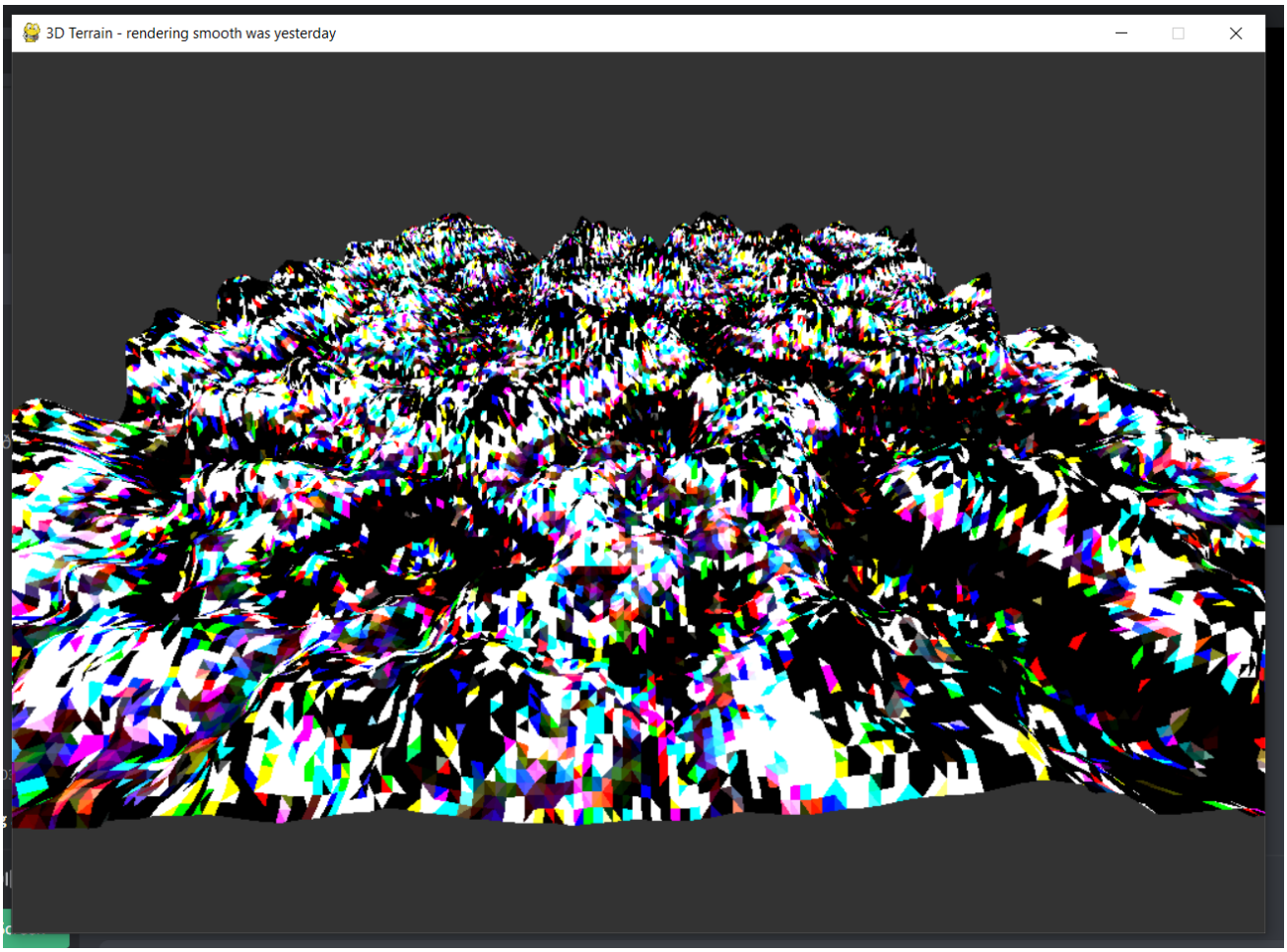
The first colored

This is an image of the first colored terrain. The height variation was still fairly small



Disco color flashing

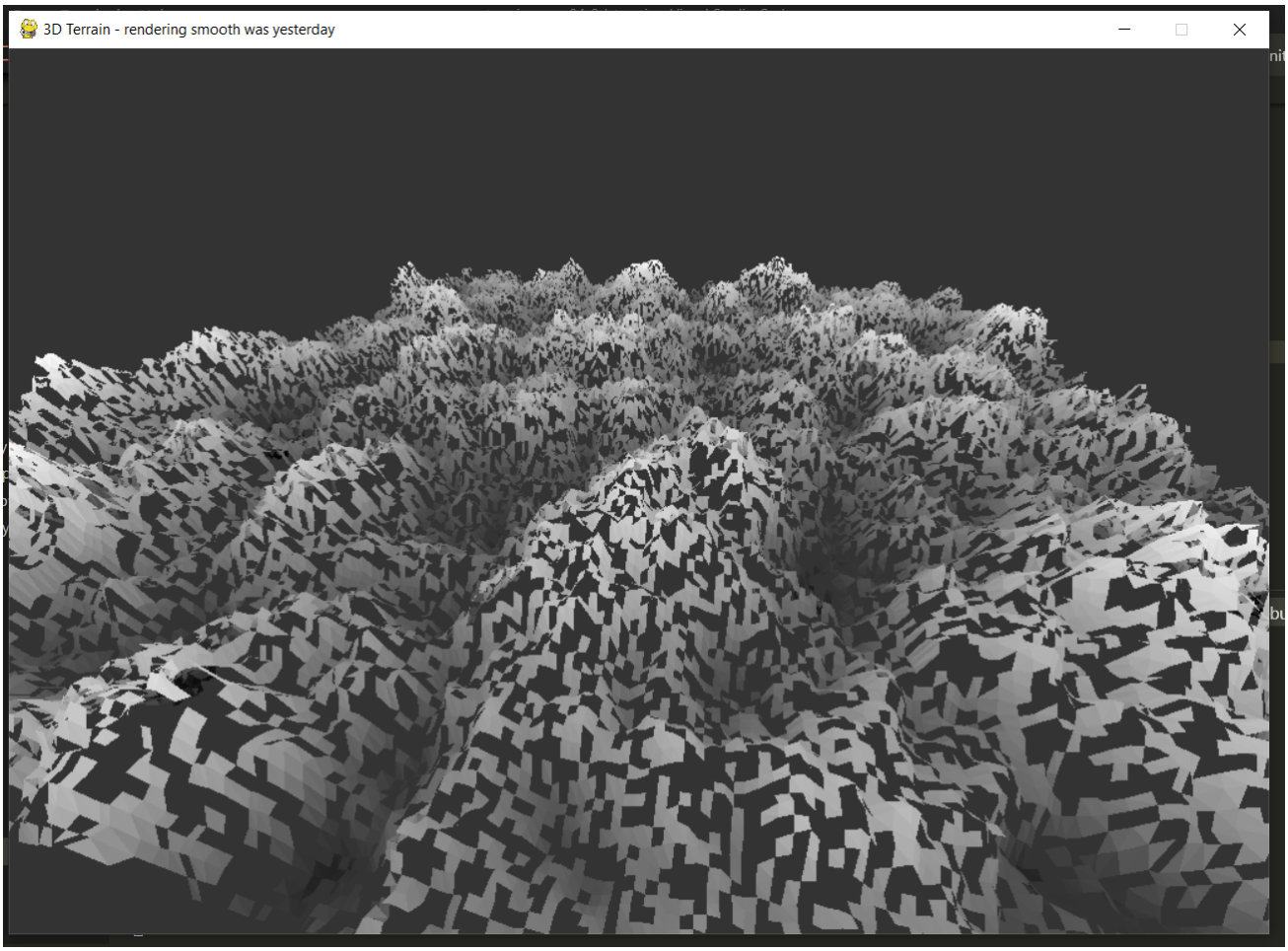
This *awesome* effect was a result of lighting in combination with over saturation. The entire scene was randomly flashing due to float point calculation errors and ever changing camera angles. It was still a but funny.



Face culling

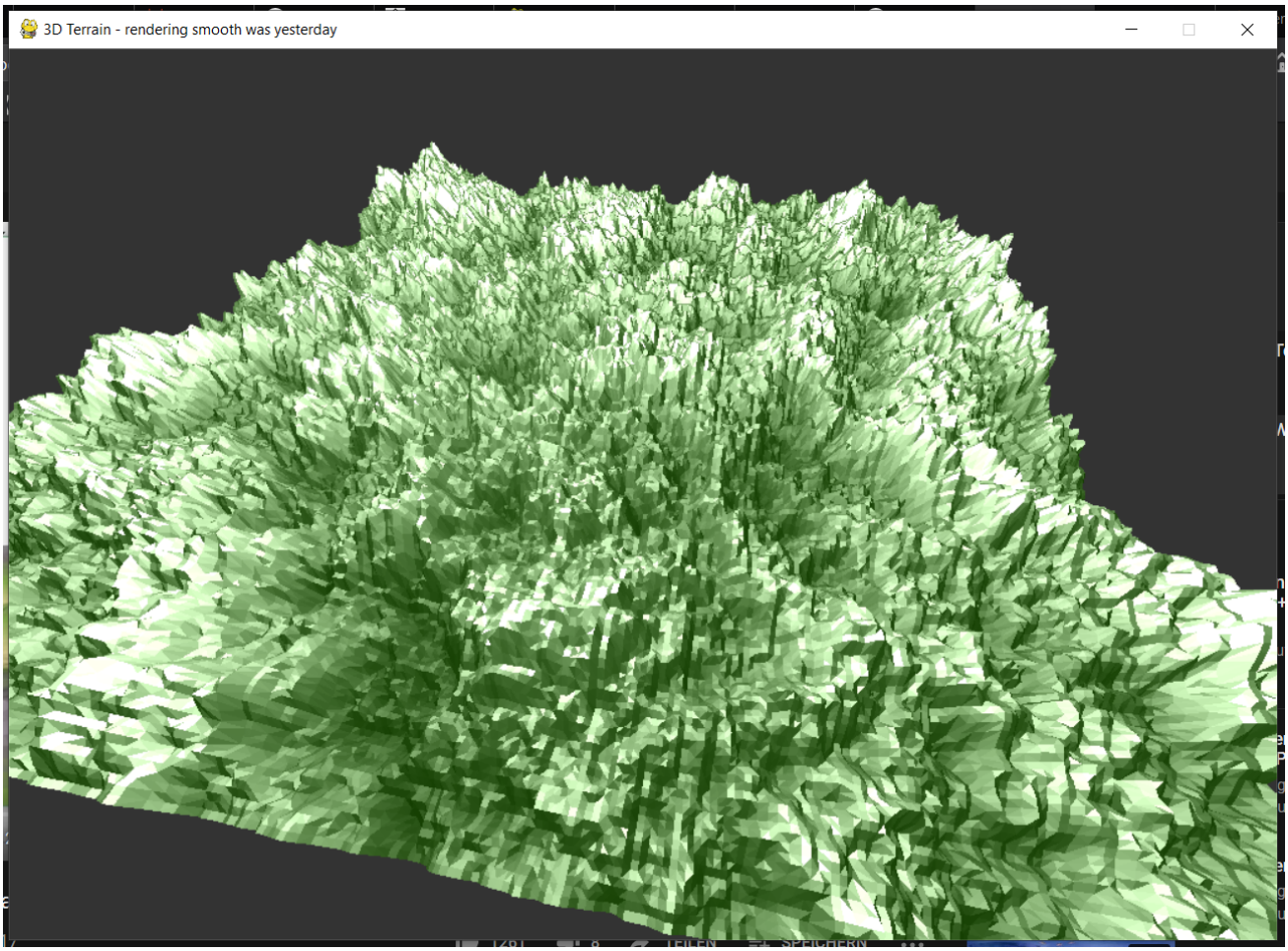
The project has enabled face culling to safe some performance. This means that triangles are only drawn from one side. I wanted to add an effect were the triangle orientation was random. This is the result of the wrong vertex order ^^.

This pice of art is fittingly called: *almost cheese*



A working implementation

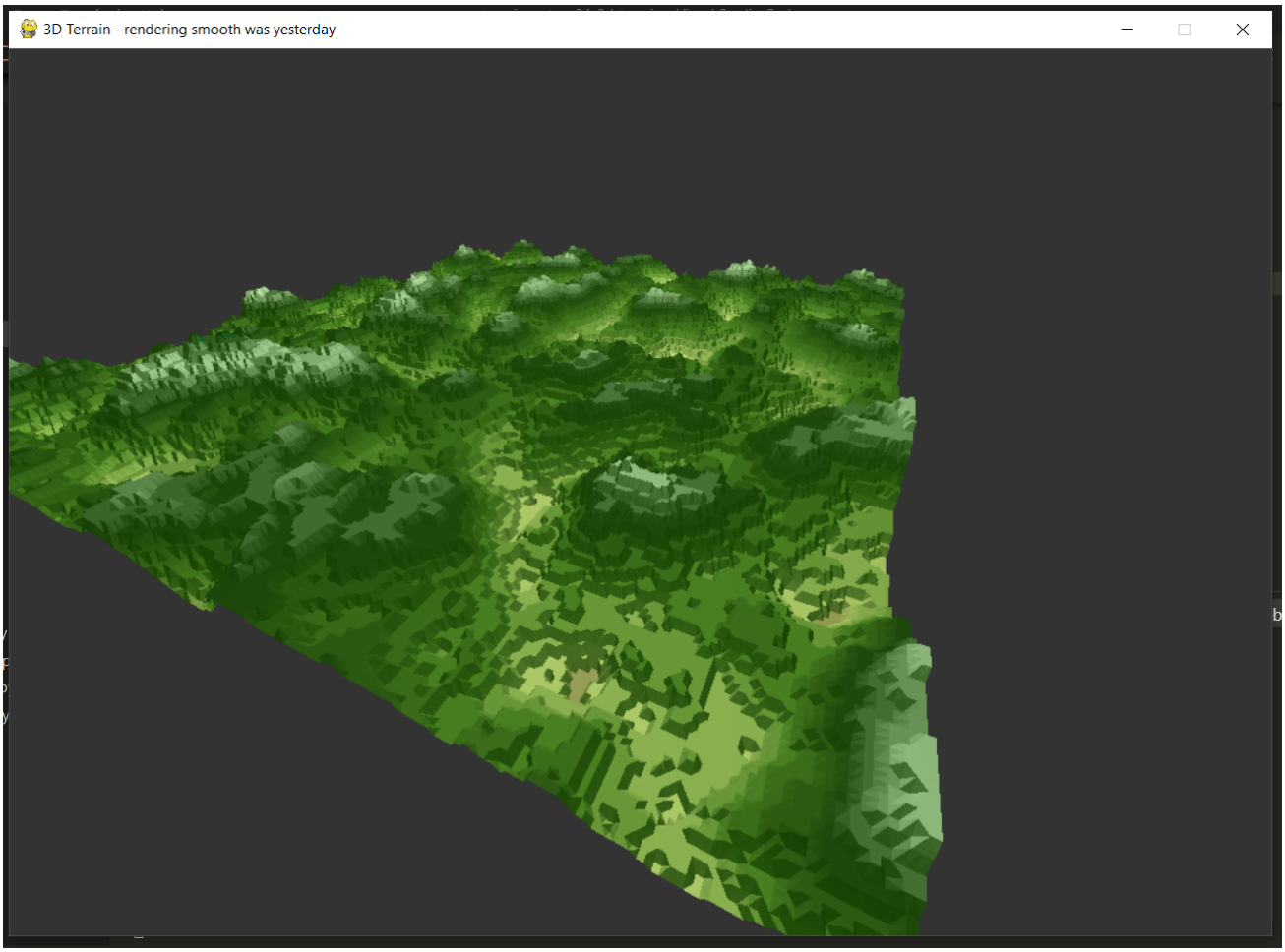
This was one of the first screenshots were everything was working together. There are still some rendering bugs as you can see. The reflectiveness is also way to high. It really looks like plastic or some other type of graph.



A different height map

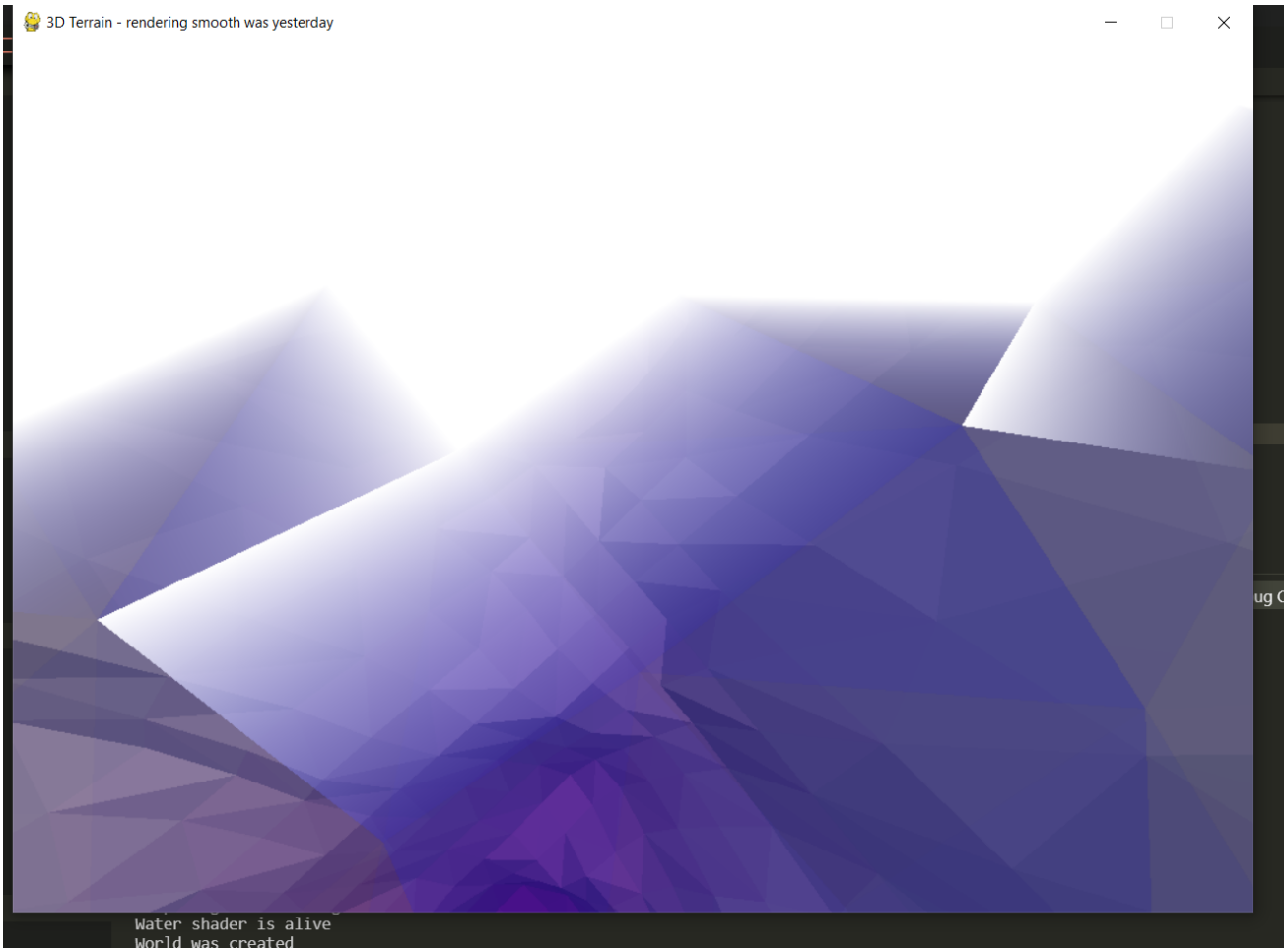
I had quite some fun playing with these height maps. I mostly used a *perlin noise* texture. This next pice of our exhibition shows such a texture with a flattening filter applied.

This is not the effect I was going for but it might definitely be used in another game :)



Water clipping test

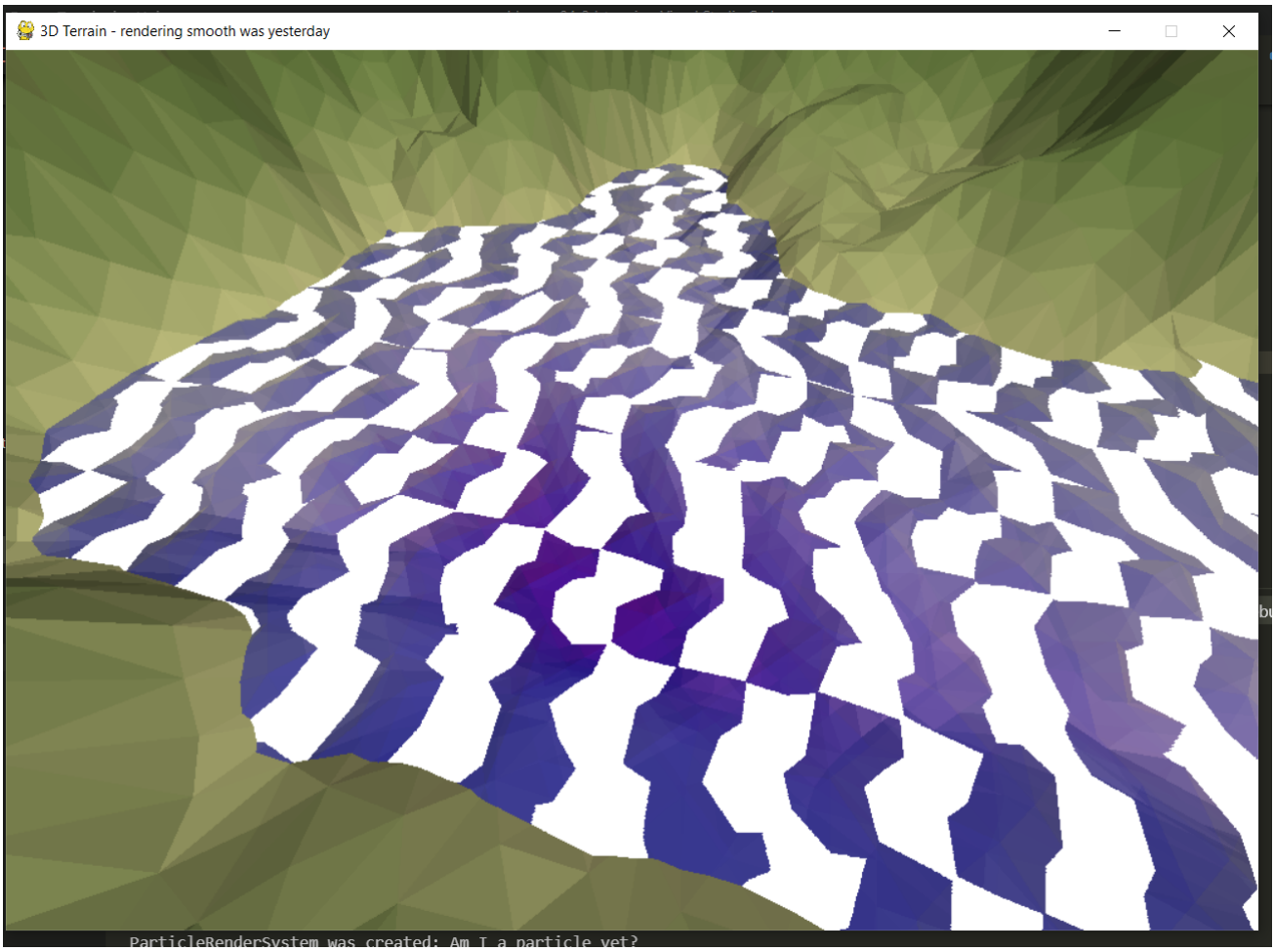
I was testing some stuff to create an underwater filter. I tried to apply a special effect to the triangles that where being clipped by the *projection matrix*. It sadly didn't work out the way I wanted it to but it still looks super interesting ^^.



(Extra points if you can guess how this effect was archived.)

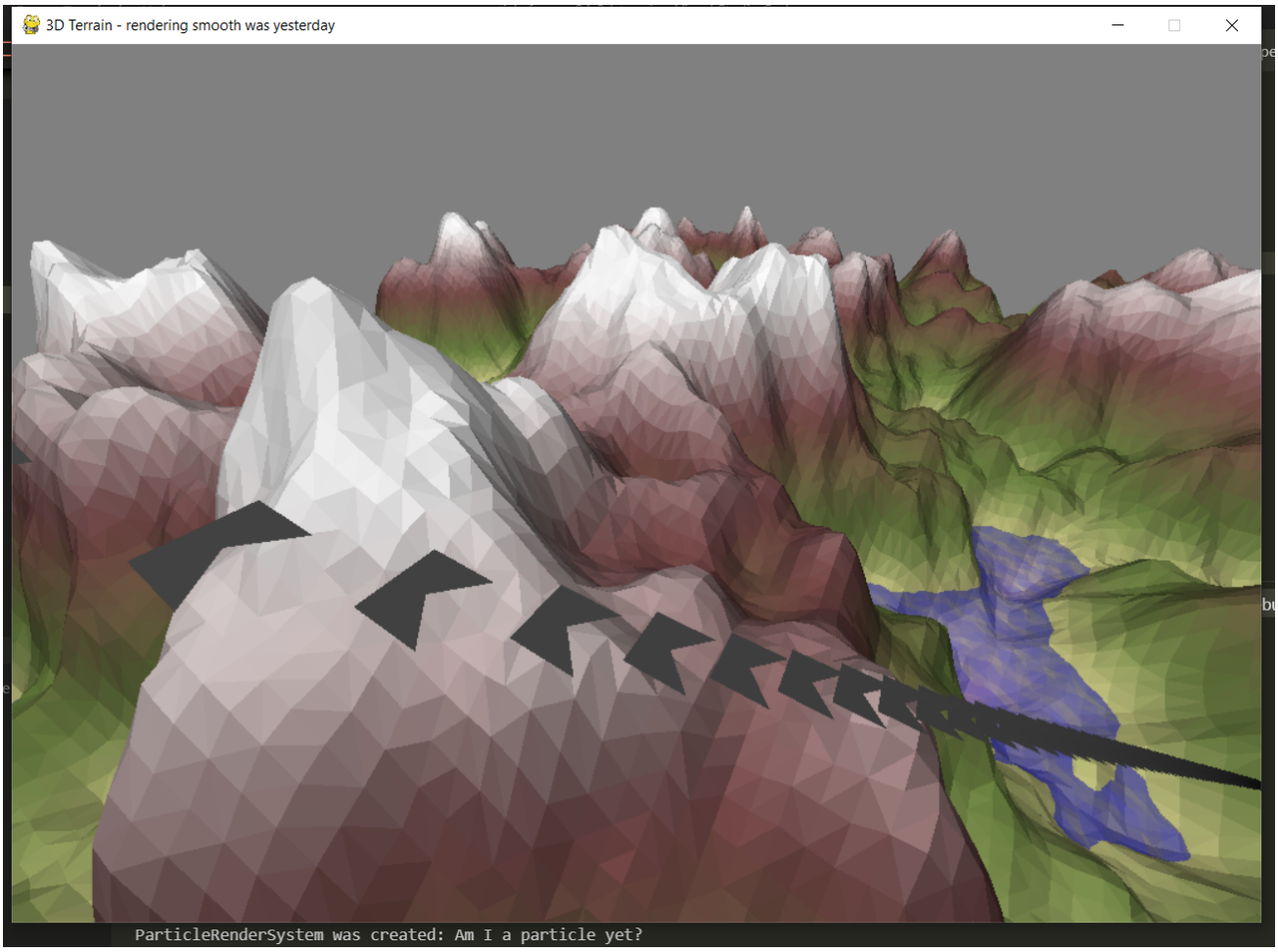
Adding a plane at y=0

This was the result of a test where I added a plane at y=0. This actually enables us to see a patter in the waves them self:



The first particles

These where the first particle *rectangles* that where created using the geometric shader. It isn't perfect but it worked out at the end :).


3D Terrain - rendering smooth was yesterday
ParticleRenderSystem was created: Am I a particle yet?