Subject: Re: TT TEASER! - water rendering and widescreen fix
Posted by RTsa on Tue, 14 Apr 2009 10:07:45 GMT
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And here comes the advantage question: ()

How exactly does the widescreen fix work? As in, does it widen the FOW for people with widescreen monitors? Since there're a few ways of doing this and even though the difference is somewhat small, having the right aspect ratio screen gives you an advantage over others.

The solution would be to have the "area" you see to be constant (more technically the solid angle should always be the same). I've made a few quick images to show what I mean.

http://img16.imageshack.us/gal.php?g=43issmaller.jpg

SO in practice, people with widescreen would see a bit wider image, but people with 4:3 screens would on the other hand see an image that's taller. Hope that makes sense.

Anyhow, looks great. Keep up the good work!