
Subject: Re: Motion blur & DOF

Posted by [saberhawk](#) on Sun, 29 Nov 2009 21:45:52 GMT

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CarrierII wrote on Sun, 29 November 2009 16:02GEORGE ZIMMER wrote on Sun, 29 November 2009 19:28DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr** like this!

These are the most USELESS graphical "features" ever. The first thing I EVER do in a new game is that I deactivate this cr**.

Agreed, but as Stefan said, when it's much more subtle (and done only when you're moving at high speeds), then it's not so bad.

Bloom still sucks, though.

I'm sure someone could get the bloom in ren to look nice.

Renegade can look amazing with a bit of work, the problem is that the same techniques needed for implementing most of the shiny graphics make keeping all the rendering code working on old video cards painful.
