
Subject: Post Process Shaders in Rengade!!!

Posted by [saberhawk](#) on Mon, 04 Dec 2006 07:35:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

There was a mention of post process shaders inside the scripts 3.0 change-log, but marked as WIP. Much work has been put into the area since then, and they aren't WIP anymore. They will be in scripts 3.0 and rather than just endlessly talking, how about just viewing these pictures?

Yes.
This
is
ingame!

Now I bet many of you are saying "Oooh, that's pretty, but how can we be sure that is really ingame?" The answer to that is simple.
Very simple, infact.

There are plenty more pictures where those came from, just take a look in here.
