
Subject: Re: Post Process Shaders in Rengade!!!
Posted by [cmatt42](#) on Mon, 11 Dec 2006 00:11:37 GMT
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icedog90 wrote on Fri, 08 December 2006 01:32Ugh, I hope they don't keep it like that... that is bloom way overused.
They won't. It's just a little demonstration.
