Subject: Motion blur & DOF
Posted by Stefan on Thu, 26 Nov 2009 17:43:22 GMT
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I remember seeing some graphic enhancement mod called ENB for GTA:VC which added motion blur and Depth of Field. It worked for renegade too, althought it made the game crash whenever you alttabbed out of the game.

Any chance of seeing this included as an option in TT?

Subject: Re: Motion blur & DOF
Posted by -Xv- on Sat, 28 Nov 2009 02:09:09 GMT
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that shit was terrible, it basically just increased gamma/brightness. You can achieve it by adjusting those in your monitor and/or advanced graphics settings

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Subject: Re: Motion blur & DOF
Posted by Stefan on Sat, 28 Nov 2009 10:26:46 GMT
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-Xv- wrote on Fri, 27 November 2009 20:09that shit was terrible, it basically just increased gamma/brightness. You can achieve it by adjusting those in your monitor and/or advanced graphics settings

What are you talking about? It also adds motion blur and some other cool stuff. It's possible to disable the horrid bloom.

MOTION BLURRIES

Subject: Re: Motion blur & DOF
Posted by -Xv- on Sat, 28 Nov 2009 10:58:54 GMT
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Stefan wrote on Sat, 28 November 2009 05:26-Xv- wrote on Fri, 27 November 2009 20:09that shit was terrible, it basically just increased gamma/brightness. You can achieve it by adjusting those in your monitor and/or advanced graphics settings

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MOTION BLURRIES

Hmm my bad, the "ENB for GTA:VC" meant an entirely different thing in my mind.

that looks fun, but it blurred everything, including text and hud.

Subject: Re: Motion blur & DOF
Posted by ErroR on Sat, 28 Nov 2009 12:15:10 GMT
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left 4 dead has it (max graph settings i think) looks quite cool, but indeed the hud and text shouldn't be blured

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Subject: Re: Motion blur & DOF
Posted by Omar007 on Sat, 28 Nov 2009 12:18:51 GMT
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lol the HUD and player stats blur with it xD

Subject: Re: Motion blur & DOF
Posted by DL60 on Sat, 28 Nov 2009 15:58:36 GMT
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I 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**.

Subject: Re: Motion blur & DOF
Posted by Stefan on Sat, 28 Nov 2009 16:09:47 GMT
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It's true that blur and all the other effects can be _extremely_ annoying when it's over-done (like in the video, which i did to make the effect a bit more obvious). But a subtle implantation however would be quite nice.

Subject: Re: Motion blur & DOF
Posted by GEORGE ZIMMER on Sun, 29 Nov 2009 19:28:20 GMT
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DeathLink6.0 wrote on Sat, 28 November 2009 09:58I HATE Blur, Bloom, HDR and all cr** like this!

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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.

Subject: Re: Motion blur & DOF
Posted by CarrierII on Sun, 29 Nov 2009 21:02:00 GMT
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I'm sure someone could get the bloom in ren to look nice.

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!

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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.

Subject: Re: Motion blur & DOF
Posted by ErroR on Thu, 03 Dec 2009 13:26:09 GMT
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besides the maps and most models are plain square

Subject: Re: Motion blur & DOF
Posted by Jerad2142 on Thu, 03 Dec 2009 18:46:08 GMT
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Saberhawk wrote on Sun, 29 November 2009 14:45CarrierII 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!

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We already dropped 98/95 support, just don't support the older graphics cards with the new features. No reason to hold back just because some people are unwilling to upgrade their machines.

Subject: Re: Motion blur & DOF
Posted by Omar007 on Thu, 03 Dec 2009 19:22:33 GMT
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Jerad Gray wrote on Thu, 03 December 2009 19:46Saberhawk wrote on Sun, 29 November 2009 14:45CarrierII 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!

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I wouldnt just abandon people with older systems with TT. I think quite a few people still play on older systems. A function to turn that kind of enhancements on or off would be the best solution imo

NOTE: For me it doesnt matter

Subject: Re: Motion blur & DOF
Posted by Gen_Blacky on Fri, 04 Dec 2009 10:11:12 GMT
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Omar007 wrote on Thu, 03 December 2009 13:22Quote Stack
Jerad Gray wrote on Thu, 03 December 2009 19:46Saberhawk wrote on Sun, 29 November 2009 14:45CarrierII 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!

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NOTE: For me it doesnt matter

Leaving people behind with bad machines is a horrible idea. You would lose 25% or more players. Having a feature to turn it on and off is a good idea.

Subject: Re: Motion blur & DOF
Posted by Renardin6 on Fri, 04 Dec 2009 16:20:53 GMT
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http://www.youtube.com/watch?v=k5bnYy49wsE&fmt=22

how can we enable ambient occlusion?

Subject: Re: Motion blur & DOF
Posted by Stefan on Fri, 04 Dec 2009 16:28:35 GMT
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Unzip these files in your renegade/apb/reborn directory (not data) and watch the awesomeness make your face melt.

```
File Attachments
1) eeNB_Test01.rar, downloaded 258 times
```

Subject: Re: Motion blur & DOF
Posted by Omar007 on Fri, 04 Dec 2009 17:12:36 GMT
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Pretty cool but the further you look the blurrier your HUD, craracter etc becomes

It gives the coolest effect when something explodes or when you die imo

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Subject: Re: Motion blur & DOF
Posted by _SSnipe_ on Thu, 17 Dec 2009 06:40:24 GMT
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I think it looks cool as fuck in the video

Subject: Re: Motion blur & DOF
Posted by ChewML on Thu, 17 Dec 2009 20:01:06 GMT
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Not being able to see everything cleary in the field as you fly over... no thanks.

Subject: Re: Motion blur & DOF
Posted by BlueThen on Mon, 21 Dec 2009 17:50:36 GMT
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It's all about graphics nowadays

Subject: Re: Motion blur & DOF
Posted by Omar007 on Mon, 21 Dec 2009 19:20:41 GMT
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idd. Games get larger and bigger in graphics but gameplay lacks now and then and storylines get shorter and shorter

Though games that are good on these points may be optimized on graphics ofcource (GOOD graphics)