

## Distorted Android - Feature #7

### New Effect: glow

06/03/2016 11:53 PM - Distorted Admin

<b>Status:</b>	Closed	<b>Start date:</b>	06/03/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Distorted Admin	<b>% Done:</b>	100%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>			
<b>Description</b> effect to add a glow around an object.  Once we have blur, this is easy:  1) render the original object 2) render a slightly larger version of the Object we want to blur with a shader that draws it in a 'light' solid color to a FBO 3) blur this 4) render it on top of the original, partly-transparent.			

### History

#### #1 - 06/03/2016 11:57 PM - Distorted Admin

- Tracker changed from Bug to Feature

#### #2 - 01/11/2017 10:54 PM - Distorted Admin

Blocked by BLUR.

#### #3 - 01/27/2017 12:28 AM - Distorted Admin

- Subject changed from New Effect: glow to New Effect: bloom

- Status changed from New to In Progress

- Assignee set to Distorted Admin

Blur done, starting this.

#### #4 - 04/30/2017 10:13 PM - Distorted Admin

On hold until Feature [#25](#) (Transform Feedback) is implemented.

#### #5 - 05/26/2017 12:22 PM - Leszek Koltunski

Now that [#25](#) is done, I am actually beginning to work on Bloom (aka Glow?).

#### #6 - 02/21/2018 11:19 AM - Leszek Koltunski

Suppose we are rendering a glowing 3D cube. Then we need to be able to superimpose a partially transparent, larger (and blurred) version of the cube on top of the original cube. This needs order-independent transparency. Thus, the whole thing depends on [#15](#).

#### #7 - 02/21/2018 11:21 AM - Distorted Admin

- Status changed from In Progress to New

#### #8 - 04/12/2018 11:07 PM - Leszek Koltunski

- Subject changed from New Effect: bloom to New Effect: glow

#### #9 - 04/12/2018 11:09 PM - Leszek Koltunski

- % Done changed from 0 to 40

**#10 - 12/07/2018 01:15 PM - Leszek Koltunski**

- Status changed from New to Closed

- % Done changed from 40 to 100

Commit [8e88389e](#) adds the last (modulo known bugs) mechanism to this - issue resolved and closed.