

Distorted Android - Feature #4

New Effect: hue

06/03/2016 11:48 PM - Distorted Admin

Status:	New	Start date:	06/03/2016
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description add the 'hue' effect (changing hue)			

History

#1 - 01/11/2017 10:53 PM - Distorted Admin

Naive implementation is very easy (Bailey, Cunningham 'Graphics Shaders'), but we will probably go ambitious and implement 3D texture cache in the fragment shader to speed things up.