

Distorted Android - Feature #5

New Effect: blur

06/03/2016 11:49 PM - Distorted Admin

Status: Closed	Start date: 06/03/2016
Priority: High	Due date:
Assignee: Distorted Admin	% Done: 100%
Category:	Estimated time: 0.00 hour
Target version:	
Description Add Gaussian blur. Maybe will force a re-design of the Effect architecture as this is going to be a two-pass effect.	

History

#1 - 06/03/2016 11:56 PM - Distorted Admin

- Priority changed from Normal to High

#2 - 12/08/2016 11:56 AM - Distorted Admin

- Status changed from New to In Progress

- Assignee set to Distorted Admin

#3 - 01/11/2017 10:51 PM - Distorted Admin

Commit [2b942cd0](#) adds naive implementation of blur. Issue not closed yet, though - still need to

a) add stencil attachment to the mBuffer FBO and only blur the objects which are actually blurred

b) convert the blur into a two-pass convolution of variable number (1,2 or 3) of passes of a arbitrarily broad box blur. (this will make the blur equally fast no matter what's the size of the kernel!)

#4 - 01/11/2017 10:52 PM - Distorted Admin

- % Done changed from 0 to 60

#5 - 01/26/2017 10:50 PM - Distorted Admin

- Status changed from In Progress to Closed

- % Done changed from 60 to 100

Commit [ed841982](#) provides separable, fixed-function Gaussian Blur. A $(2N+1) \times (2N+1)$ sized kernel requires $2N+1$ ($N \% 2 == 1 ? 2:4$) texture fetches, probably the best one can do if one wants to be Gaussian-perfect.

To do: explore Kawase Blur.

#6 - 04/27/2017 04:30 PM - Distorted Admin

Commit [0ef8fabc](#) finally adds full support for BLUR along with shared Postprocessing Buffers of any MIPMAP level and merging the resulting buffers into the rest of the scene taking into account the depth map!

'Multiblur' app checks this functionality.