TiGRE - Tiny Graphic Rendering Engine

- TiGRE is a C++ project by ands, which was created primarily for the purpose of learning/testing - that's why I reinvented the wheel for a few features.
- State: In development, code available for members only, development paused

Features

- Skyboxes
- Postprocessing: bloom, screen space ambient occlusion (in development), fog, etc…
- Deferred lighting
- Fast terrain-renderer with:
  - megatexturing (terrain-atlasses with up to 32768×32768 pixels tested, simple megatexture-generator as an further project)
  - atlastexturing
  - texturesplatting
  - GPU-based level-of-detail algorithm
  - grassblades (grassblades fading out with distance, adjustable colormap)
- Procedural tree-generator with a few adjustable parameters and a simple Level-Of-Detail algorithm
- Fully GPU-based Particleengine, which could easily handle a million particles per frame
  - Simple fountain-effect
  - Explosion-handler/renderer
- GUI-renderer (dialogues, controls, events, filebased themedescriptions, console with tab-completion and history)
- Configuration-manager
- Hopefully platform-independent ;)

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