

# TiGRE - Tiny Graphic Rendering Engine

- Coming soon



## Features

- Skyboxes
- Postprocessing: Bloom, Screen space ambient occlusion (in Entwicklung), Fog, etc...
- Deferred lighting (in Entwicklung)
- Fast terrainrenderer with:
  - megatexturing (terrain-atlasses with up to 32768×32768 pixels tested, texturegenerator TiGRECOAT included)
  - atlastexturing
  - texturesplattting
  - level-of-detail
  - grassblade-renderer (fading out with distance, surface-adjusted allocation)
- Procedural tree-generator with a few adjustable parameters
- Fully GPU-based Particleengine, which could easily handle a million particles per frame
  - Simple fountain-effect
  - Explosion-handler/renderer
- GUI-renderer (windows, controls, events, skin-„scripting“)
- Configuration-manager
- Hopefully platform-independent ;)

## Ansprechpartner

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