TiGRE - Tiny Graphic Rendering Engine

- TiGRE is a project by ands, which was created primarily for the purpose of learning/testing.
- That's why I reinvented the wheel for some features.
- In development

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, simple texture-generator TiGRECOAT included)
    - atlastexturing
    - texturesplatting
    - level-of-detail
    - grassblade-renderer (fading out with distance, surface-adjusted allocation)
- Procedural tree-generator with a few adjustable parameters and a simple Level-Of-Detail-function
- Fully GPU-based Particleengine, which could easily handle a million particles per frame
    - Simple fountain-effect
    - Explosion-handler/renderer
- GUI-renderer (dialogues, controls, events, console with tab-completion and history, skin-„scripting")
- Configuration-manager
- Xml-(de)serializer

- Hopefully platform-independent ;)

Ansprechpartner

ands

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