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Author LI YU CHANG
Author's Email Address No Public.
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Abstract
The development of computer graphics went through decades, from the rendering mainly on the CPU in its early days, as the invention and functions of the graphics processing unit are being promoted constantly, now the 3D graphics can mostly be accelerated with the hardware. As for the digital games, from early 2D , 2.5D all the way through the whole 3D graphics interface till now, its technological progress is fast at a tremendous more pace .
By the new programmable 3D GPU technology, we can achieve the rendering quality like films. But for the digital games that need to show real-time graphics, it still need some skillful algorithms if both quality and efficiency are chief considerations, and the application of the normal mapping is the most important approach. This trend is clear while the new versions of existing digital content creation tools support the production of normal maps. In this research we design and implement a role-playing game by using the TORQUE SHADER ENGINE with MMORPG extension which support normal maps, and try using various kinds of normal map creation tools. The preliminary design will lead out a future successful RPG with a high-efficiency fine arts pipeline.
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