

Date: 2025-08-19 Author: Ian Rash Index: #3

Custom Shader Optimizations

Over the past few weeks, development focused heavily on refactoring and optimizing the custom GLSL and GDShader pipelines across Liminalita.

Key Shader Enhancements

- **Fragment Pass Performance:** Streamlined surface normal map evaluations and screen-space outline calculations, reducing fragment shader instructions and improving framerates in dense room layouts.
- **Material & Palette Batching:** Combined multi-color outline Passes into single-pass materials to eliminate unnecessary render state changes.
- **Water & Transparency Shaders:** Optimized the depth and refraction calculations in the aquarium and pool water shaders for consistent cross-platform performance.

These visual and rendering performance improvements pave the way for upcoming environment expansions and level generation features.

— sol.vin

TAGGED SKILLS:

🛠 Godot 4 ⚙ GDShader ⚙ GLSL ⚙ Shaders