

Emulator - Emulator Issues #11458

Shadow the Hedgehog graphical anomaly: eyelids

11/17/2018 07:28 PM - InfiniteJosh

Status: Accepted	% Done: 0%
Priority: Normal	
Assignee: Stenzek	
Category:	
Target version:	
Operating system: N/A	Relates to performance: No
Issue type: Bug	Easy: No
Milestone:	Relates to maintainability: No
Regression: No	Regression start:
Relates to usability: No	Fixed in:

Description

Game Name?

Shadow the Hedgehog

Game ID? (right click the game in the game list, properties, info tab)

GUPE8P

MD5 Hash? (right click the game in the game list, properties, info tab, MD5 Hash: Compute)

fc936c9b0144c925b45b805fd39da2ac

What's the problem? Describe what went wrong.

Possibly a minor texture issue that manifests as a light-gray polygon on the corners of the character's eyelids during most in-engine cutscenes while he blinks. Appears to be a misrepresentation of a preexisting, subtler texture.

What steps will reproduce the problem?

Via Story or Library, anomaly can be seen in cinematics before stages Prison Island, Sky Troops, Lethal Highway and Cosmic Fall. Also visible in Westopolis' three endings, though not in the cutscene immediately before Glyphic Canyon.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.

5.0-9132

Is the issue present in the latest stable version?

Yes, 5.0

If your issue is a graphical issue, please attach screenshots and record a three frame fifolog of the issue if possible. Screenshots showing what it is supposed to look like from either console or older builds of Dolphin will help too. For more information on how to use the fifoplayer, please check here: <https://wiki.dolphin-emu.org/index.php?title=FifoPlayer>

Shadow-Combined-Text.jpg

Shots from a GameCube at left, Dolphin at right

What are your PC specifications? (CPU, GPU, Operating System, more)

Intel Core i7-4770, Nvidia GeForce GTX 645, Windows 8.1, 12 GB RAM.

Related issues:

Has duplicate Emulator - Emulator Issues #9603: Shadow the Hedgehog: closed e...

Duplicate**History**

#1 - 11/18/2018 08:59 AM - JMC4789

Looks like some kind of blending issue - does the issue happen in the software renderer (I recommend using a savestate at the exact moment and loading it in the software renderer.)

#2 - 11/18/2018 09:02 AM - Techjar

The fifolog would probably be useful here as well.

#3 - 11/23/2018 03:57 PM - InfiniteJosh

- *File Test2-Obj37.zip added*

JMC4789 wrote:

...does the issue happen in the software renderer...

Yes.

Techjar wrote:

The fifolog would probably be useful here as well.

Here. The "problem" object appears to be number 37.

#4 - 11/23/2018 04:50 PM - JMC4789

- *Assignee set to Stenzek*

- *Status changed from New to Accepted*

Confirmed. Got a minute, Stenzek?

#5 - 01/25/2019 02:04 AM - Billiard26

- *Has duplicate Emulator Issues #9603: Shadow the Hedgehog: closed eyes get displayed wrong in cutscene added*

#6 - 10/22/2020 08:47 PM - Miksel12

Seems related to: <https://bugs.dolphin-emu.org/issues/10346>

Maybe worth trying a pre tev-fixes build to confirm that.

#7 - 11/18/2020 06:12 AM - InfiniteJosh

Still occurred in 4.0-1146 with all default settings. The issue linked above implies that TEV Fixes New was implemented in 4.0-1192, right?

Files

Shadow-Combined-Text.jpg	202 KB	11/17/2018	InfiniteJosh
Test2-Obj37.zip	431 KB	11/23/2018	InfiniteJosh