Emulator - Emulator Issues #11993

Twilight Princess Eyes Not Rendered Correctly

02/29/2020 12:39 PM - min050820

Status:	New		**% Done:**	0%
Priority:	Normal			
Assignee:				
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?
Legend of Zelda : Twilight Princess

Game ID? (right click the game in the game list, Properties, Info tab)
GZ2E01

MD5 Hash? (right click the game in the game list, Properties, Verify tab, Verify Integrity button)
Not visible in Android. Will provide if you really need this.

What's the problem? Describe what went wrong.

Various character's eyes are not rendered correctly. Most noticible one is Midna's eyes.
   compare.png
From the left: vulkan, modded vulkan, opengl

By modded vulkan, I mean a modded dolphin build that uses D16 and R16 for EFB depth. I edited
FramebufferManager::GetEFBDepthFormat() to always return D16. As you see, the issue is not caused by depth fighting. Notice that
Wolf Link's eye has depth fighting.

What steps will reproduce the problem?
1. Start Twilight Princess
2. Keep playing until the point you become a wolf
3. Call Midna (By pressing Z or D-Pad)

Or, if you have saved game, just transform into a wolf to see that.

Is the issue present in the latest development version? For future reference, please also write down the version number of the latest development version.
5.0-11700

Is the issue present in the latest stable version?
Unknown

If the issue isn't present in the latest stable version, which is the first broken version? (You can find the first broken version by bisecting. Windows users can use the tool
https://forums.dolphin-emu.org/Thread-green-notice-development-thread-unofficial-dolphin-bisection-tool-for-finding-broken-builds
and anyone who is building Dolphin on their own can use git bisect.)
I have tried downgrading up to 5.0-9654 and it had the same issue. I believe it's a driver bug.

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

Fifoplayer unavailable on Android. Please tell me if you need one even if it's from desktop.

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

OS: Android Pie (SDK 28) - Xiaomi MIUI 11
SoC: Mediatek Helio G90T
GPU: Mali-G76 MC4

Is there anything else that can help developers narrow down the issue? (e.g. logs, screenshots, configuration files, savefiles, savestates)

I'm using Hyrule Speed Hack, but I assume it's unrelated because it's fine on Vulkan.

History

#1 - 02/29/2020 03:14 PM - Pizuz

This looks quite a lot like #11568.

#2 - 03/01/2020 01:22 AM - min050820

- File desktop.zip added

Well, it looks quite similiar for me too.

Also, I have found something interesting. With higher internal resolution on OpenGL, Midna's iris looks somewhat semi-transparent when close enough. On the other side, with higher internal resolution on Vulkan, and from far away like #11568, Midna's iris is still visible.

I'm attaching a Fifolog from desktop OpenGL (nvidia). Is it possible to run Dolphin with OpenGL ES on windows?

Files

compare.png	1.12 MB	02/29/2020	min050820
desktop.zip	1.37 MB	03/01/2020	min050820