

Emulator - Emulator Issues #3041

Super mario galaxy 1 & 2, star bits and coins are not shiny...

08/11/2010 01:03 PM - giaga7

Status:	Fixed	% Done:	0%
Priority:	Normal		
Assignee:			
Category:	GFX		
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			
Hi all, I noticed a problem that I think it has always existed! I tried all graphic plugin with various settings, about any revision, also last 6089, both x86 and x64, the star bits coins and pipes are not shiny as they should be. first, second and third screen are from dolphin, others from original wii, look at star bits coin, tongue of dino piranha and pipes!! Beside there is another problem, some "balloons" (that green thing that you strike rounding) have not any effect of light...			
Related issues:			
Has duplicate Emulator - Emulator Issues #3147: Lighting in punch out!!			Duplicate

History

#1 - 08/11/2010 02:03 PM - giaga7

These 4 screens are all from wii, in the first there are coins star bits and pipes, with all right effects, in the second there's the tongue of dino plant that has the effects like that of green balloons on 3 and 4 screen!

#2 - 08/11/2010 06:17 PM - Xtreme2damax

In addition to what you mentioned above, chance cubes are also supposed to have a shiny/reflective surface, but this effect seems to be missing. Lubba the luma should also be a darker shade of purple and have a shine which he doesn't, instead he is a light shade of purple without any shine.

If I am not mistaken, I believe there's already an existing issue open for these same exact issues that are also being reported here.

#3 - 08/11/2010 06:35 PM - giaga7

Yes I know and I searched for this issue, but nothing found, so I decided to create this issue to report those problems with screenshots and proof!:) I hope to be helpful and to make a good work!:) And yes I noticed that a lot of shiny and glow effects are missed like a lot of light reflection on various surface (e.g star bits, tongue, chance cubes, coins, pipes, and green balloons) And maybe fixing those problems, a lot of other problems will be fixed!:)

#4 - 08/12/2010 07:18 PM - Xtreme2damax

My mistake, chance cubes seem to be reflective in Dolphin albeit the reflectiveness isn't rendered like it is on the actual Wii.

Perhaps rodolfoosvaldobogado will be able to look into this issue since he was the brains that fixed the issue with the incorrectly rendered Luma's that were clear in the past until recently.

#5 - 08/13/2010 06:09 AM - giaga7

Yes I think rodolfoosvaldodobogado can fix this issue, and many others, I really hope he will try to fix it!:)

#6 - 08/13/2010 02:55 PM - Mofoman2000

Next time, do not upload your screenshots to the google code page. The space the project gets for attachments is limited. Use mediafire or photobucket or something similar.

#7 - 08/13/2010 05:39 PM - giaga7

Yes I thought that they were too many!:)P Next time I will use imageshack or similar, sorry!:)

#8 - 08/13/2010 07:08 PM - BhaaL

...and, if possible, remove those images. 2MB for a screenshot, wtf?

#9 - 08/13/2010 08:00 PM - Xtreme2damax

I thought I would chime in and say the chance cubes and starbits are reflective, but it isn't rendered like it is on the actual hardware, it's not as shiny.

Lubba is a pale purple on Dolphin, and is a shiny/reflective darker purple on the actual Wii. The green stretch ball plants also aren't rendered as they are on the hardware as mentioned above.

This issue should be merged into this issue and CC'd the the appropriate developers:

<http://code.google.com/p/dolphin-emu/issues/detail?id=2740>

#10 - 08/13/2010 08:22 PM - giaga7

All images are on this gallery:

<http://img228.imageshack.us/gal.php?q=dinodolphin.png>

And here every photo, I added also the image on the other issue of chane2k1, I remember that he posted that issue but I didn't found it... and I tried to make a one more complete!

<http://img228.imageshack.us/img228/1741/dinodolphin.png>

<http://img808.imageshack.us/img808/8113/dinowii.png>

<http://img101.imageshack.us/img101/6626/dolphin1.png>

<http://img691.imageshack.us/img691/7743/dolphin2.png>

<http://img269.imageshack.us/img269/8697/wii1.jpg>

<http://img138.imageshack.us/img138/7282/wii2c.jpg>

<http://img31.imageshack.us/img31/9943/wii3.png>

<http://img580.imageshack.us/img580/3772/wii5.png>

<http://img839.imageshack.us/img839/761/wii6.png>

<http://www.mariowiki.com/images/1/1a/Gatewayplanet.jpg>

#11 - 08/13/2010 08:30 PM - giaga7

Sorry to all for problems with images, I hope now it's ok! =)

Oh, I don't know if it's only my impression, but Mario too has some problem of light like those green things! I think it is only a big issue, and fixing it will fix a lot of things! I'm not a developer, I only reported this issue and try helping in some way...

#12 - 08/17/2010 09:09 PM - Xtreme2damax

Rodolfo's r6103 was an improvement, but the issue is still not completely fixed. Here's what I mentioned as a comment for r6103:

- Lubba is still the wrong shade of purple and lacks that glossy look like he does on the actual Wii. Also the outline around Lubba is too large and also the wrong shade of purple.
- The reflection on the chance cubes in SMG2 is also not quite right like on the Wii. There's too much area on the cube being reflected and it seems quite bright/white.

The textures on Mario also aren't glossy/bright as the actual Wii.

Lubba should be a darker shade of purple and glossy like he is on the Wii. The pink'ish outline around Lubba is too large and also the wrong shade. The colors are actually lighter than they should be and don't have that glossy look.

#13 - 08/17/2010 09:40 PM - giaga7

Yes, I read all comments, and yes still there is a problem still on the glossy effect and material lighting, I noticed a very huge improvement in Rodolfo's r6013, but still star bits coins pipes and other things, are not shiny or haven't the correct lighting effect and reflections, and if you observe the green ballons with glow effect yo will notice that the effect is not "homogeneous" it's squared on the brighter edges!

Always sorry for my english! :P I try to be more explicative than I can!

#14 - 09/10/2010 12:52 AM - skidau

[issue 3147](#) has been merged into this issue.

#15 - 10/05/2010 06:09 PM - jizardy

on [issue 3106](#) i did report A graphical issue on Mario Galaxy 1 that seems that nobody care about and is pretty big at least in my opinion, check the screenshot here.

<http://img163.imageshack.us//rmgp012.png/>

#16 - 11/09/2010 11:45 PM - skidau

- Category set to gfx

#17 - 01/05/2011 12:09 AM - mahmoud_salama8086

This issue is still there at latter revisions and also glitches gets worse with OpenGL Plugin ... DX11 is the most accurate until now :|

#18 - 01/18/2011 08:11 PM - rodolfoosvaldobogado

could anyone test my last commit to see if this issue is still present

#19 - 01/18/2011 08:37 PM - Xtreme2damax

It appears to still be present, can anyone else verify? I know Lubba is still the wrong shade of purple in SMG2 and doesn't have reflective/shine properties.

#20 - 01/18/2011 08:52 PM - giaga7

I'm sorry I'm upgrading my pc and I can't use it!:(So I can't test!

#21 - 01/21/2011 02:54 PM - mahmoud_salama8086

Finally !! everything looks so good !! the starbits are so shiny and lubba looks glossy !!! i'm so happy ! thank you rodolfo :) You just rock man :D

#22 - 01/21/2011 03:03 PM - rodolfoosvaldobogado

- *Status changed from New to Fixed*

fixed in my last commit

#23 - 01/30/2011 05:01 PM - Xtreme2damax

I hate to say this, but Lubba still doesn't seem to be the correct color, on the Wii he is a darker purple with a glossy/reflective look, he also doesn't have that large pink outline like he does on Dolphin.

#24 - 01/30/2011 05:03 PM - Xtreme2damax

The glossy/reflective part seems to be ok, just that Lubba needs to be darker, and that large pink outline gone. On the Wii that pinkish/light purplish outline is barely visible, only at a specific angle.