

Programmers use 12,000 lines of 'molting' completely for Quake 2 game graphics since 1997

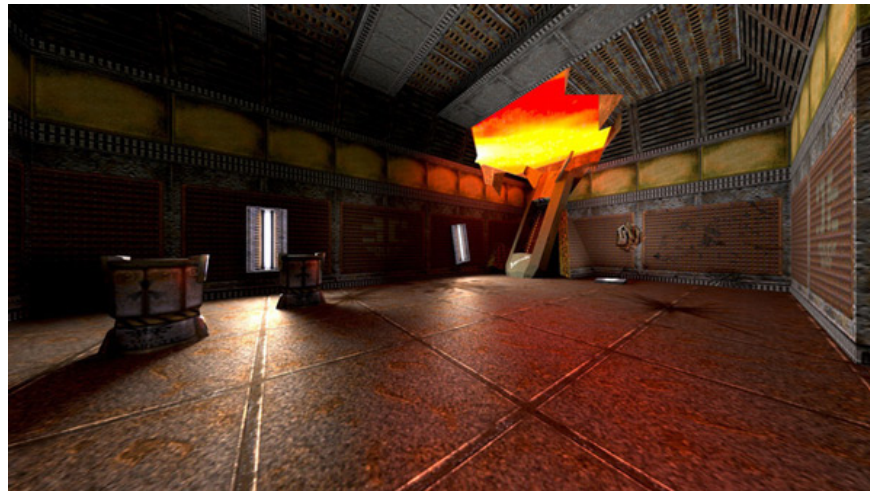
NVIDIA has teamed up with the project developers to create the Quake II RTX, a pure ray tracing game.

We first learn about Q2VKPT, the project aims to help people around the world see the power of graphics in the game. Q2VKPT is the first project to encapsulate the entire way of displaying light in a simulated world to create the most realistic light possible, helping players not feel strange when immersed in the fake world.

Thanks to modern technology, people now not only receive content by traditionally listening to stories or watching stories being portrayed as motion pictures - but also can interact with that story through the power of game

One of the latest technologies in the game industry in particular and the graphics industry in general is ray tracing - ray tracing technique. Right from the start, ray tracing with the ability to simulate light in real time has opened up a new graphic horizon.

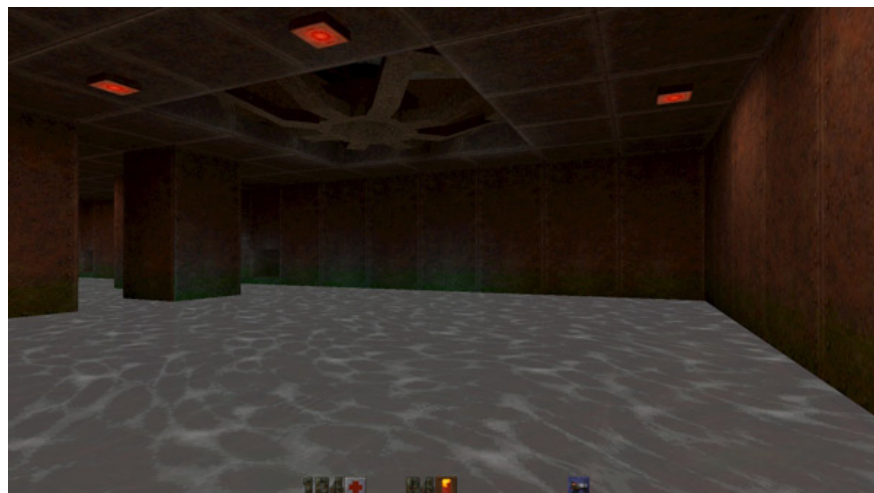
As soon as the new Q2VKPT project appeared, NVIDIA quickly realized its potential and immediately embarked on the team behind the project.

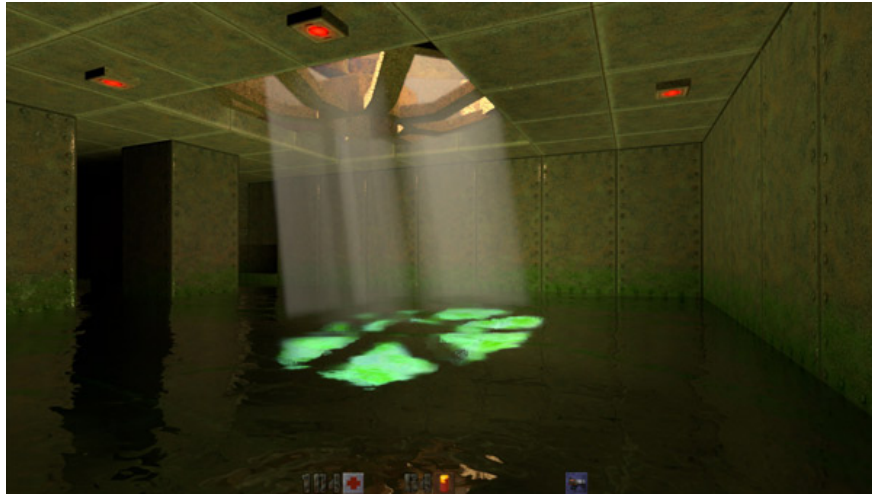


Currently, the most amazing project of the Q2VKPT project is replacing all old Quake II graphics code with 12,000 new lines of code. The author of this project, Christoph Schied, who started the project, wore a whole new coat of clothes for Quake II, bringing new light to the world in the game literally.

NVIDIA has teamed up with the project developers to create the Quake II RTX, a pure ray tracing game. The old effect layer of the game is completely removed and replaced by reflection, shadow, image and light effects

supported by ray tracing technology.





Front (left) and back (right) after replacing all old Quake II graphics code with 12,000 new lines of code.

New effects in the game will include:

Ánh sáng thời gian thực, phản ánh đúng hiện trạng ngày và đêm.

Tia sáng đi một cách chân thực.

Thêm thuộc tính khúc xạ của nước và kính.

Các bề mặt có thể phản chiếu sẽ phản chiếu.

Hiệu ứng ánh sáng cho súng ống.

Thêm các yếu tố môi trường như trời, mây và núi. Thay đổi theo thời gian thực.

Hỗ trợ SLI.

Hiệu ứng cháy nổ, khói lửa sẽ được làm lại.

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NVIDIA will present this Q2VKPT project at the GDC Game Developer Conference that is taking place in San Francisco on the 21st. Let's wait and see what talented guys of the project Q2VKPT can do. To better understand the Q2VKPT project, you can visit the link below.

1. <http://brechpunkt.de/q2vkpt/>

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