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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

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