

## Castor3D - Tâche #1183

### Animations

01/24/2011 03:39 PM - dragonjoker59

<b>Status:</b> Nouveau	<b>Start date:</b> 01/26/2016
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 75%
<b>Category:</b> Architecture Générale	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> Backlog	<b>Spent time:</b> 76.00 hours
<b>Lien forum:</b>	
<b>Description</b> Mettre au point le système d'animations par squelette. Mettre au point le système d'animation de Vertex (morphing)	
<b>Subtasks:</b> Bogue # 1771: Animations par squelette <b>Fermé</b> Évolution # 1772: Animations par mesh <b>Fermé</b> Évolution # 1773: Animations de nodes <b>Nouveau</b>	
<b>Related issues:</b> Related to Castor3D - Évolution #1763: Animations de textures <b>Nouveau</b> <b>01/20/2016</b>	

### History

#### #1 - 01/12/2012 04:12 PM - dragonjoker59

- Category set to Architecture Générale

#### #2 - 12/23/2013 01:09 PM - dragonjoker59

- % Done changed from 0 to 70

#### #3 - 09/10/2015 10:45 AM - dragonjoker59

- Target version set to 0.8.0

#### #4 - 09/22/2015 10:14 AM - dragonjoker59

- Target version deleted (0.8.0)

#### #5 - 09/30/2015 12:46 PM - dragonjoker59

- Status changed from Assigné to Nouveau

- Assignee deleted (dragonjoker59)

- Target version set to Backlog

#### #6 - 04/10/2016 11:29 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#### #7 - 12/04/2016 02:25 PM - dragonjoker59

- Target version changed from 0.9.0 to Backlog