

Castor3D - Tâche #1183

Animations

01/24/2011 03:39 PM - dragonjoker59

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

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