

Castor3D - Tâche #1684

Deferred rendering

12/18/2014 03:07 PM - dragonjoker59

Status:	Fermé	Start date:	12/15/2014
Priority:	Normal	Due date:	
Assignee:		% Done:	100%
Category:	Architecture Générale	Estimated time:	0.00 hour
Target version:	0.9.0	Spent time:	16.00 hours
Lien forum:			
Description			
Améliorer l'implémentation de cette technique			
Subtasks:			
Évolution # 1685: Deferred Rendering + Background			Fermé
Bogue # 1686: Deferred rendering + lights + camera			Fermé

History

#1 - 08/23/2015 02:59 AM - dragonjoker59

- Target version changed from 304 to 0.8.0

#2 - 09/22/2015 10:13 AM - dragonjoker59

- Target version deleted (0.8.0)

#3 - 09/30/2015 12:47 PM - dragonjoker59

- Status changed from Assigné to Nouveau

- Assignee deleted (dragonjoker59)

- Target version set to Backlog

#4 - 04/10/2016 11:29 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#5 - 09/05/2016 10:17 AM - dragonjoker59

- Status changed from Nouveau to Fermé