

Castor3D - Bogue #1686

Tâche # 1684 (Fermé): Deferred rendering

Deferred rendering + lights + camera

12/18/2014 03:10 PM - dragonjoker59

Status:	Fermé	Start date:	12/18/2014
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	32.00 hours
Target version:	0.9.0	Spent time:	8.00 hours
Lien forum:			
Description			
La gestion de l'éclairage par rapport à la caméra est fausse.			

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 12:48 PM - dragonjoker59

- Status changed from Assigné to Nouveau

- Assignee deleted (dragonjoker59)

- Target version set to Backlog

#4 - 04/10/2016 11:22 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#5 - 08/31/2016 05:37 PM - dragonjoker59

- Status changed from Nouveau to Résolu

- Assignee set to dragonjoker59

- % Done changed from 0 to 100

#6 - 09/05/2016 10:16 AM - dragonjoker59

- Status changed from Résolu to Fermé