

## Castor3D - Évolution #1707

Évolution # 1705 (Nouveau): Ombres

### Ombres, architecture de base

07/27/2015 02:07 PM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	07/27/2015
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dragonjoker59	<b>% Done:</b>	100%
<b>Category:</b>	Architecture Générale	<b>Estimated time:</b>	20.00 hours
<b>Target version:</b>	0.9.0	<b>Spent time:</b>	2.00 hours
<b>Lien forum:</b>			
<b>Description</b>			
Ajouter les bidules de base pour l'implémentation des ombres (casts shadow, receives shadows).			

### History

#### #1 - 10/04/2015 01:52 AM - dragonjoker59

- Status changed from Assigné to Nouveau
- Assignee deleted (dragonjoker59)

#### #2 - 04/10/2016 11:26 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#### #3 - 10/25/2016 12:17 AM - dragonjoker59

- Status changed from Nouveau to Fermé
- Assignee set to dragonjoker59
- % Done changed from 0 to 100