

Castor3D - Évolution #1708

Évolution # 1705 (Nouveau): Ombres

Ombres: Shadow Mapping

07/27/2015 02:09 PM - dragonjoker59

Status: Fermé	Start date: 10/03/2016
Priority: Normal	Due date:
Assignee:	% Done: 100%
Category: Technique	Estimated time: 0.00 hour
Target version: Backlog	Spent time: 118.00 hours
Lien forum:	
Description	
Implémenter le shadow mapping.	
Subtasks:	
Évolution # 1831: Shadow Mapping - Directional Lights	Fermé
Évolution # 1832: Shadow Mapping - Spot Lights	Fermé
Évolution # 1833: Shadow Mapping - Point Lights	Fermé
Évolution # 1854: Shadow Mapping - Multiples spot lights	Fermé
Évolution # 1856: Shadow Mapping - Multiples point lights	Fermé
Évolution # 1866: Configuration du Shadow mapping via la scène	Fermé
Bogue # 1867: Shadow Mapping - Corriger sous Linux	Fermé

History

#1 - 07/27/2015 02:26 PM - dragonjoker59

cf.:

<http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-16-shadow-mapping/>

https://en.wikipedia.org/wiki/Shadow_mapping

#2 - 10/04/2015 01:52 AM - dragonjoker59

- Status changed from Assigné to Nouveau

- Assignee deleted (dragonjoker59)

#3 - 03/08/2016 07:25 PM - dragonjoker59

- Status changed from Nouveau to Assigné

- Assignee set to dragonjoker59

#4 - 04/10/2016 11:25 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#5 - 08/16/2016 12:14 PM - dragonjoker59

- Status changed from Assigné to Nouveau

- Assignee deleted (dragonjoker59)

#6 - 03/17/2017 11:10 AM - dragonjoker59

- Target version changed from 0.9.0 to Backlog

#7 - 11/08/2017 10:53 PM - dragonjoker59

- Status changed from Nouveau to Fermé