

Castor3D - Évolution #1709

Évolution # 1705 (Nouveau): Ombres

Ombres: Shadow volumes

07/27/2015 02:19 PM - dragonjoker59

Status:	Nouveau	Start date:	07/27/2015
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:	Technique	Estimated time:	80.00 hours
Target version:	Backlog	Spent time:	0.00 hour
Lien forum:			
Description			
Implémenter les ombres de type Shadow Volume. cf.: http://web.archive.org/web/20110516024500/http://developer.nvidia.com/node/168 http://http.developer.nvidia.com/GPUGems3/gpugems3_ch11.html			

History

#1 - 10/04/2015 01:51 AM - dragonjoker59

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

#2 - 04/10/2016 11:24 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#3 - 11/29/2016 04:58 PM - dragonjoker59

- Target version changed from 0.9.0 to Backlog