

## Castor3D - Évolution #1767

Évolution # 1766 (Nouveau): Environment mapping

### Cube maps

01/23/2016 02:52 PM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	01/23/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dragonjoker59	<b>% Done:</b>	70%
<b>Category:</b>	Architecture Générale	<b>Estimated time:</b>	8.00 hours
<b>Target version:</b>	0.9.0	<b>Spent time:</b>	16.00 hours
<b>Lien forum:</b>			
<b>Description</b>			

### History

#### #1 - 03/02/2016 11:43 PM - dragonjoker59

- Category set to Architecture Générale
- Status changed from Nouveau to Assigné
- Assignee set to Juulia
- Target version changed from Backlog to 0.8.0
- Estimated time set to 8.00 h

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

- Target version changed from 0.8.0 to 0.9.0

#### #3 - 05/13/2016 03:32 PM - dragonjoker59

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

#### #4 - 05/13/2016 04:01 PM - dragonjoker59

- Status changed from Nouveau to Assigné
- Assignee set to dragonjoker59

#### #5 - 05/21/2016 10:47 PM - dragonjoker59

- % Done changed from 0 to 70

Ca a nécessité un rework complet des textures, qui a entraîné la disparition de DynamicTexture et StaticTexture (enfin!) Elles doivent être finalisées avec les Skybox qui permettront aussi de les tester.

#### #6 - 05/22/2016 07:07 PM - dragonjoker59

- Status changed from Assigné to Résolu

#### #7 - 05/23/2016 09:49 AM - dragonjoker59

- Status changed from Résolu to Fermé