

Castor3D - Évolution #1767

Évolution # 1766 (Nouveau): Environment mapping

Cube maps

01/23/2016 02:52 PM - dragonjoker59

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

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