

Castor3D - Bogue #1771

Tâche # 1183 (Nouveau): Animations

Animations par squelette

01/26/2016 03:38 AM - dragonjoker59

Status:	Fermé	Start date:	01/26/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	20.00 hours
Target version:	0.8.0	Spent time:	16.00 hours
Lien forum:			
Description			
Terminer l'architecture, en prenant en compte l'instanciation hardware ou non des meshes.			

History

#1 - 01/27/2016 09:23 PM - dragonjoker59

- Status changed from Assigné to Fermé
- % Done changed from 50 to 100