

Castor3D - Évolution #1772

Tâche # 1183 (Nouveau): Animations

Animations par mesh

01/26/2016 03:39 AM - dragonjoker59

Status:	Fermé	Start date:	01/26/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	40.00 hours
Target version:	0.9.0	Spent time:	20.00 hours
Lien forum:			
Description			
Implémenter le morphing (donc avec mise à jour du VBO).			

History

#1 - 01/26/2016 03:40 AM - dragonjoker59

- Assignee deleted (dragonjoker59)

#2 - 04/10/2016 11:23 AM - dragonjoker59

- Target version changed from Backlog to 0.9.0

#3 - 06/15/2016 12:54 PM - dragonjoker59

- Status changed from Nouveau to Assigné

- Assignee set to dragonjoker59

#4 - 06/23/2016 11:23 PM - dragonjoker59

- Status changed from Assigné to Résolu

#5 - 06/23/2016 11:23 PM - dragonjoker59

- % Done changed from 0 to 100

#6 - 06/24/2016 02:42 AM - dragonjoker59

- Status changed from Résolu to Fermé