

Castor3D - Évolution #1774

Skybox

01/27/2016 12:53 AM - dragonjoker59

Status:	Fermé	Start date:	01/27/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	20.00 hours
Target version:	0.9.0	Spent time:	6.00 hours
Lien forum:			
Description			
Implémenter une skybox. Permettre de choisir le type de mesh utilisant la skybox.			

History

#1 - 02/03/2016 10:07 AM - Juulia

- Status changed from *Nouveau* to *Assigné*
- Assignee set to *Juulia*

#2 - 03/02/2016 11:42 PM - dragonjoker59

- Target version changed from *Backlog* to *0.8.0*

#3 - 03/02/2016 11:43 PM - dragonjoker59

- Category set to *Architecture Générale*

#4 - 04/04/2016 11:26 AM - dragonjoker59

- Target version changed from *0.8.0* to *0.9.0*

#5 - 05/13/2016 03:31 PM - dragonjoker59

- Assignee deleted (*Juulia*)

#6 - 05/13/2016 03:32 PM - dragonjoker59

- Status changed from *Assigné* to *Nouveau*

#7 - 05/21/2016 10:49 PM - dragonjoker59

- Status changed from *Nouveau* to *Assigné*
- Assignee set to *dragonjoker59*
- % Done changed from *0* to *70*

L'implémentation est très simple et quasiment terminée, reste plus qu'à tester, conjointement avec les cube maps.

#8 - 05/22/2016 07:06 PM - dragonjoker59

- Status changed from *Assigné* to *Résolu*
- % Done changed from *70* to *100*

#9 - 05/23/2016 09:49 AM - dragonjoker59

- Status changed from *Résolu* to *Fermé*