

Castor3D - Évolution #1794

Refraction

03/02/2016 02:47 PM - dragonjoker59

Status:	Fermé	Start date:	03/02/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Rendu	Estimated time:	4.00 hours
Target version:	0.10.0	Spent time:	16.00 hours
Lien forum:			
Description			
Ajouter le support de la réfraction, dans les passes.			

History

#1 - 03/23/2017 03:39 PM - dragonjoker59

- Target version changed from Backlog to 0.10.0

#2 - 04/13/2017 04:38 PM - dragonjoker59

- Category set to Rendu

- Status changed from Nouveau to Assigné

- Assignee set to dragonjoker59

#3 - 07/15/2017 12:26 PM - dragonjoker59

- Status changed from Assigné to Résolu

- % Done changed from 0 to 100

#4 - 07/15/2017 12:27 PM - dragonjoker59

- Status changed from Résolu to Fermé