

## Castor3D - Évolution #1795

### High Dynamic Range

03/11/2016 11:57 PM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	03/11/2016
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dragonjoker59	<b>% Done:</b>	100%
<b>Category:</b>	Architecture Générale	<b>Estimated time:</b>	20.00 hours
<b>Target version:</b>	0.8.0	<b>Spent time:</b>	20.00 hours
<b>Lien forum:</b>			

#### Description

Pour des rendus plus jolis:

<http://learnopengl.com/#!Advanced-Lighting/HDR>

<http://gamedev.stackexchange.com/questions/62836/does-hdr-rendering-have-any-benefits-if-bloom-wont-be-applied>

<http://filmicgames.com/archives/75>

#### History

##### #1 - 03/19/2016 10:14 PM - dragonjoker59

- Status changed from Assigné to Résolu

- % Done changed from 0 to 100

##### #2 - 03/19/2016 11:04 PM - dragonjoker59

- Status changed from Résolu to Fermé