

Castor3D - Évolution #1849

Physical Based Rendering

12/02/2016 04:39 PM - dragonjoker59

Status: Fermé	Start date: 12/02/2016
Priority: Normal	Due date:
Assignee:	% Done: 100%
Category: Architecture Générale	Estimated time: 0.00 hour
Target version: 0.10.0	Spent time: 46.00 hours
Lien forum:	
Description	
Subtasks:	
Tâche # 1850: Split Pass en deux	Fermé
Tâche # 1851: Créer PbrPass et implémenter le PBR	Fermé

History

#1 - 12/02/2016 04:42 PM - dragonjoker59

- Category set to Architecture Générale

#2 - 03/23/2017 03:37 PM - dragonjoker59

- Target version changed from Backlog to 0.10.0

#3 - 05/24/2017 09:58 AM - dragonjoker59

<https://learnopengl.com/#!PBR/Theory>

#4 - 08/16/2017 08:33 PM - dragonjoker59

- Status changed from Nouveau to Fermé