

Castor3D - Tâche #1851

Évolution # 1849 (Fermé): Physical Based Rendering

Créer PbrPass et implémenter le PBR

12/02/2016 04:41 PM - dragonjoker59

Status:	Fermé	Start date:	12/02/2016
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Architecture Générale	Estimated time:	112.00 hours
Target version:	0.10.0	Spent time:	40.00 hours
Lien forum:			
Description			

History

#1 - 03/23/2017 03:40 PM - dragonjoker59

- Target version changed from Backlog to 0.10.0

#2 - 07/15/2017 12:26 PM - dragonjoker59

- Status changed from Nouveau to Résolu

- Assignee set to dragonjoker59

- % Done changed from 0 to 100

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

- Status changed from Résolu to Fermé