

Castor3D - Évolution #1873

Parallax Occlusion Mapping

03/27/2017 09:27 PM - dragonjoker59

Status:	Fermé	Start date:	03/27/2017
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Rendu	Estimated time:	8.00 hours
Target version:	0.10.0	Spent time:	8.00 hours
Lien forum:			
Description			
Il serait bien, un jour, d'utiliser les height maps que Castor3D supporte... Parallax Occlusion Mapping est une bonne occasion.			

History

#1 - 03/28/2017 03:01 PM - dragonjoker59

- Status changed from Assigné to Résolu

- % Done changed from 0 to 100

#2 - 03/28/2017 03:01 PM - dragonjoker59

- Status changed from Résolu to Fermé