

## Castor3D - Évolution #1894

### PBR - Specular/Glossiness

07/15/2017 12:25 PM - dragonjoker59

<b>Status:</b>	Fermé	<b>Start date:</b>	07/15/2017
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	dragonjoker59	<b>% Done:</b>	100%
<b>Category:</b>	Rendu	<b>Estimated time:</b>	24.00 hours
<b>Target version:</b>	0.10.0	<b>Spent time:</b>	24.00 hours
<b>Lien forum:</b>			
<b>Description</b>			
Maintenant que le PBR Metallic/Roughness est implémenté, il faut implémenter cet autre workflow			

### History

#### #1 - 07/23/2017 01:31 PM - dragonjoker59

- Status changed from Nouveau to Fermé
- Assignee set to dragonjoker59
- % Done changed from 30 to 100