

Castor3D - Évolution #1900

Évolution # 1898 (Assigné): Screen space subsurface scattering

Implémentation du SSSS

09/08/2017 12:47 PM - dragonjoker59

Status:	Fermé	Start date:	09/08/2017
Priority:	Normal	Due date:	
Assignee:	dragonjoker59	% Done:	100%
Category:	Rendu	Estimated time:	40.00 hours
Target version:	0.10.0	Spent time:	40.00 hours
Lien forum:			
Description			

History

#1 - 11/08/2017 10:11 PM - dragonjoker59

- Status changed from Assigné to Fermé
- % Done changed from 0 to 100