

Virtuálni pacient - Feature #72

Tvorba struktury v Engine pre kosternu animáciu

17 April 2012 14:28 - Martin Vavrek

Status:	Resolved	Start date:	20 April 2012
Priority:	Normal	Due date:	
Assignee:	Martin Vavrek	% Done:	10%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	15.00 hours
Description - Vyskusat zintegrovat demo z Silverlight Toolkitu. - Updatevat ContentPipelinu - Imortovat jednoduchy animovany 3D model;			
Subtasks: Task # 81: Tvorba Animated Mesh Resolved			

History

#1 - 20 April 2012 13:35 - Martin Vavrek

- Status changed from New to In Progress

#2 - 24 April 2012 14:55 - Martin Vavrek

- Status changed from In Progress to Resolved

Nakoniec integracia knihovny communist skinnig - podpora animation blending, mixing, atd