

Virtuální pacient - Task #81

Feature # 72 (Resolved): Tvorba struktury v Engine pre kosternu animáciu

Tvorba Animated Mesh

20 April 2012 13:39 - 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:	0.00 hour
Description			
bude sa rozlisovat v pickingu a v effekte ...			

History

#1 - 24 April 2012 14:58 - Martin Vavrek

- % Done changed from 0 to 10

Vyriesit nacitanie viacerych informacii z FBX suboru - pomocou XML .

#2 - 27 April 2012 13:52 - Martin Vavrek

- Status changed from New to Resolved