

Flight Simulation - Bug #323

Development - stage 1

01/31/2019 09:59 AM - Hans de Nivelle

Status:	New	Start date:	01/31/2019
Priority:	Normal	Due date:	02/13/2019
Assignee:	Hans de Nivelle	% Done:	100%
Category:		Estimated time:	0:00 hour
Target version:	Second quarter	Spent time:	0:00 hour
Description			

History

#1 - 02/13/2019 11:11 AM - Alen German

- Due date set to 02/13/2019

Source: <https://drive.google.com/open?id=1M6qkt8eNBYmyoTCndAZFHVHYOs0fvzU7>

Video: https://drive.google.com/open?id=1qE_u8CeRUAcqg6JPHJc2KP7NMUC0TaF4

Updates!

- Copy-pasted atmospheric scattering code from <https://github.com/wwwtyro/gisl-atmosphere>
- Integrated 3d graphics with 2d physics model
- Red up on renderer architectures. Turns out we don't know enough to properly refactor our renderer yet. We might try to make a deferred renderer.

#2 - 02/14/2019 10:13 AM - Hans de Nivelle

- % Done changed from 0 to 100