Distorted Android - Bug #22

Arrangement of triangles causes unpleasant 'steps' along the NW-SE line

07/16/2016 01:29 AM - Leszek Koltunski

Status:	Closed		**Start date:**	07/16/2016
Priority:	Normal		**Due date:**	
Assignee:	Leszek Koltunski		**% Done:**	100%
Category:			**Estimated time:**	0.00 hour
Target version:				

Description

Fire up Vertex3D
Choose any Object type
Add a Distort Effect
Distort the Object in Z-dimension
Rotate it so that the NW (or SE) edge of the bulge is visible.

Unpleasant 'steps' will show. Issue not ocurring along the other two edges, SW or NE - that's because of the arrangement of triangles.

History

#1 - 07/22/2016 09:47 PM - Leszek Koltunski

Additional bug caused by arrangement of triangles:

when we z-distort a DistortedCubes target with its center on the edge of the region, arrangement of triangles in the back wall is different than the one on the front one and some of them protrude through the front wall and cause black areas.

#2 - 07/31/2016 02:16 PM - Distorted Admin

- Status changed from New to Closed

- Assignee set to Leszek Koltunski

- % Done changed from 0 to 100

Commit library|84ee2a6a fixes this.