

Distorted Android - Issues

#	Tracker	Status	Priority	Subject	Assignee	% Done	Updated
8	Feature	New	Normal	Add support for new types of Regions	Leszek Koltunski	20	02/27/2020 03:16 PM
34	Feature	New	High	Light Effects		0	12/14/2018 10:37 PM
36	Feature	New	Normal	Mesh Importer		0	06/16/2020 12:52 PM
24	Feature	New	Normal	New Effect: Fourier		0	01/27/2017 01:19 PM
4	Feature	New	Normal	New Effect: hue		0	01/11/2017 10:53 PM
59	Feature	Closed	Normal	Add possibility to stop and restart time	Leszek Koltunski	100	07/20/2020 10:19 PM
14	Feature	Closed	Normal	App checking arrangement of DistortedCubes into a DistortedTree.	Distorted Admin	100	12/14/2016 11:31 PM
13	Feature	Closed	Normal	App checking Fragment effects on a DistortedCubes target	Distorted Admin	100	07/07/2016 08:54 AM
12	Feature	Closed	Normal	App checking Vertex effects on a DistortedCubes target	Distorted Admin	100	04/13/2018 12:20 AM
38	Feature	Closed	Normal	Apply Matrix effects to a Mesh	Leszek Koltunski	100	03/03/2020 11:30 PM
40	Feature	Closed	Normal	Apply static Vertex effects to a Mesh	Leszek Koltunski	100	05/29/2020 08:14 PM
20	Feature	Closed	Normal	DEFORM Effect: support Deforming in the Z-direction	Leszek Koltunski	100	11/24/2016 02:38 PM
44	Feature	Closed	Normal	Distorted's own Mesh file format	Leszek Koltunski	100	06/15/2020 09:04 PM
25	Feature	Closed	High	Enable Transform Feedback	Distorted Admin	100	05/26/2017 12:19 PM
37	Feature	Closed	Normal	Joining Meshes together	Leszek Koltunski	100	03/05/2020 12:41 AM
32	Feature	Closed	Normal	Make it possible to use multiple copies of the library	Leszek Koltunski	100	11/30/2020 09:09 PM
5	Feature	Closed	High	New Effect: blur	Distorted Admin	100	04/27/2017 04:30 PM
7	Feature	Closed	Normal	New Effect: glow	Distorted Admin	100	12/07/2018 01:15 PM
6	Feature	Closed	Normal	New Effect: save	Distorted Admin	100	04/13/2018 12:21 AM
3	Feature	Closed	Normal	New Effect: wave	Distorted Admin	100	08/29/2016 07:20 PM
35	Feature	Closed	Normal	New mesh: Sphere	Leszek Koltunski	100	12/19/2018 12:08 AM
39	Feature	Closed	Normal	New MeshTriangular	Leszek Koltunski	100	03/02/2020 12:35 AM
15	Feature	Closed	High	Order Independent Transparency	Leszek Koltunski	100	08/26/2020 11:29 PM
2	Feature	Closed	High	Provide example app showing how to use plain SurfaceView	Distorted Admin	100	06/07/2016 11:06 PM
10	Feature	Closed	High	Re-architecture adding new Effects	Distorted Admin	100	04/13/2018 12:20 AM
26	Feature	Closed	Normal	Use SSBO for storing effect arrays	Leszek Koltunski	100	01/10/2021 11:25 AM
11	Feature	Rejected	Low	New effect: wait		0	06/15/2020 09:03 PM
9	Feature	Rejected	Low	Single-point noise	Distorted Admin	100	04/13/2018 12:20 AM