

## Distorted Android - Issues

| #  | Tracker | Status | Priority | Subject                                          | Assignee         | % Done | Updated             |
|----|---------|--------|----------|--------------------------------------------------|------------------|--------|---------------------|
| 63 | Bug     | New    | Normal   | Adreno 510: problems with UBO in fragment shader | Leszek Koltunski | 30     | 01/13/2021 12:31 PM |
| 61 | Bug     | New    | Normal   | Z-fighting when blurring a flat surface          |                  | 0      | 12/03/2020 04:03 PM |
| 33 | Bug     | New    | Normal   | Issues on PowerVR GE8100                         |                  | 0      | 04/18/2020 12:08 AM |
| 36 | Feature | New    | Normal   | Mesh Importer                                    |                  | 0      | 06/16/2020 12:52 PM |
| 34 | Feature | New    | High     | Light Effects                                    |                  | 0      | 12/14/2018 10:37 PM |
| 24 | Feature | New    | Normal   | New Effect: Fourier                              |                  | 0      | 01/27/2017 01:19 PM |
| 8  | Feature | New    | Normal   | Add support for new types of Regions             | Leszek Koltunski | 20     | 02/27/2020 03:16 PM |
| 4  | Feature | New    | Normal   | New Effect: hue                                  |                  | 0      | 01/11/2017 10:53 PM |