



Forum: The Blender Clan 'tchat

Topic: Blender 2.8x : Actus, tests, feedback..

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Posté par: ebrain

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Salut à tous !

Pour faire suite à l'ancien sujet sur la 2.7x, voici celui sur la 2.8x.

Citation :

1) Blender 2.79 release targets

- Meeting agrees to move the BCon3 date a week. (deadline to have all targets in master). Several release targets are still not ready, but they are very near.
- Don't forget the docs! Each new feature can only be committed if you add a release log ready doc.
- Currently the VR display (OpenHMD) branch is getting a critical review. To make a balanced decision we'd like to hear from more HMD users what they think.

<https://developer.blender.org/D2133#60417>

2) Blender 2.8x projects

- The Eevee roadmap, summary is on <https://code.blender.org/>
The full doc is here: <https://wiki.blender.org/index.php/Dev:2.8/Source/Viewport/Eevee>
- Pyshader proposal: <https://developer.blender.org/D2577>
- OpenGL migration, Mike Erwin works on converting old matrix code. It has to be done all at once so it's not a project volunteers can help with.

3) Other projects and GSoC

- Anyone who knows universities with strong CG departments, send them over to blender.org. There is a frontpage link to the GSoC page.

Donc comme vous le voyez, il semblerait qu'une 2.79 soit finalement faite entre la 2.78 et la 2.8.

Sur le site d'information officiel des devs <https://code.blender.org> on trouve également deux articles sympathiques, dont une vidéo sur le Workflow (<https://code.blender.org/2017/03/blender-2-8-workflow-workshop-video>), et un article sur la roadmap

d'EEVEE (<https://code.blender.org/2017/03/eevee-roadmap>)