



Forum: The Blender Clan 'tchat

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

Subject: Re: Blender 2.8x : Actus, tests, feedback..

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Contribution le : 4/7/2017 6:55:49

Compte-rendu de dimanche :

Citation :

1) Blender 2.79 release

- We shall be doing another testbuild this week, enough bugs were fixed already to be worth it.

- Release log is still in progress, needs love.

https://wiki.blender.org/index.php/D...ase_Notes/2.79

- Tracker, tracker, tracker! We have too much bugs open, even some untriaged/ unchecked ones still.

<https://developer.blender.org/maniph...ug/query/open/>

- It's also important to tag as such regressions (i.e. bugs introduced in master, that were not present in latest official stable release, and that affect already existing features, not new ones). Those are show stoppers for release.

2) The Blender 2.8 project

- Sergey Sharybin will be back working on CoW/DEG (Copy on Write and depsgraph) topics (they are hidden behind build option in current blender2.8 branch), modifiers etc. should be fully working with Eevee soon!

- Tristan Porterier wrote to the bf-committers mailing list a proposal of integration between BGE and Eevee, everyone interested is welcome to check on it.

<https://lists.blender.org/pipermail/...ly/048473.html>

- Campbell Barton did a fix in our internal OpenGL code handling (the "batches creation"), things are now 10x faster when e.g. switching to Edit mode, it's now at least as quick as in 2.7x series.

- The bug that was affecting some old graphic cards (the ones that couldn't do more than opengl 3.3) on Windows has been fixed, users on that kind of configurations can hence resume testing Blender2.8 daily builds from the buildbot.

<https://builder.blender.org/download>

- The grease pencil team will publish updated docs this week.

Some important notes:

- 2.8 bug reports are still accumulating, do not forget tracker for 2.8 branch as well! As a reminder, this is mostly used by developers to keep track of known issues and TODO's for now, user should typically not report 2.8 bugs yet.
- If you are interested in 2.8 progress do not forget the mailing lists, especially bf-viewport one.

3) GSoC and other projects

- Summer of code: First evaluations are now done and complete, Google will announce the results.
- Usual reminder to all users interested in some GSoC project(s) to test students work sooner than later.

That's it for this week,
Thanks,
Bastien

Sinon les devs ont fait un Livestream d'environ 1 heure hier soir avec le très à la mode eevée avec quelques questions qui ont été répondues en Live :

https://www.youtube.com/watch?v=_OcsISVcQYk

@+