



Forum: The Blender Clan 'tchat

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

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

PostÃ© par: ebrain

Contribution le : 9/10/2017 6:53:04

Compte-rendu des devs d'il y a une semaine :

Citation :

1) Blender 2.79 "a"

No decision on "a" is possible yet, need more time. Next we review status again.

2) Blender 2.8 projects

- Clement Foucault did some polish on probes UI/functionnalities

[https://wiki.blender.org/index.php/User:Hypersomniac/Foundation/2017#Week_42: 25th - 1st October](https://wiki.blender.org/index.php/User:Hypersomniac/Foundation/2017#Week_42:_25th_-_1st_October)

- Bastien Montagne keeps working on the asset management system.

[https://wiki.blender.org/index.php/User:Mont29/Foundation/2017#Week_211 - 09.2F23 to 09.2F29](https://wiki.blender.org/index.php/User:Mont29/Foundation/2017#Week_211_-_09.2F23_to_09.2F29)

- Sergey Sharybin had a short week due to a cold.

[https://wiki.blender.org/index.php/User:Nazg-gul/Foundation/2017#Week_304: 25th September - 1st October](https://wiki.blender.org/index.php/User:Nazg-gul/Foundation/2017#Week_304:_25th_September_-_1st_October)

3) Other projects

- Vertex paint GSoC was merged to master!

Plus r cemment deux articles sur la 2.8 ont  t  post s sur le Blog Officiel. Un sur le syst me des calques / workflows et tout ce que  a implique (

<https://code.blender.org/2017/09/view-layers-and-collections>), et un autre plut t pour les devs afin

de savoir les grands objectifs de la 2.8 (

<https://code.blender.org/2017/10/blender-2-8-design-document>). Ce dernier contient aussi une liste mise- -jour plus r aliste des grandes orientations, avec les choses qui y seront ou pas.

@+