

# Candera Engine 3D

## Planar Shadow Alignment

It is now possible to align the class [PlanarShadow](#) to a [Node](#) specified as the alignment [Node](#). The receiving [Plane](#) orientation (direction and distance) is then interpreted as being in object space of the specified [Node](#), making it possible to transform the receiving plane with the given alignment [Node](#). Until now the [Plane](#) was oriented in world space always.

If the alignment [Node](#) is set to null then the [Plane](#) orientation is interpreted as being in world space.

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## Query Interface

The class [Query](#) and the corresponding RenderDevice interfaces allow to process individual, asynchronous GPU-related queries as provided by OpenGL ES 3.0 API or higher. Queries can be used to determine whether and how many pixels have been rendered in user-defined bounds, which can be used e.g. for techniques like occlusion culling and lens flares.

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