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.

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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