Candera Engine 3D

2D Composition in 3D using Canvas Objects.

New node types have been added to the 3D scene graph, namely CanvasSprite and CanvasGroup. Both offer means to realize 2D items in 3D space. These canvas objects are transformable in their local XY plane. CanvasSprite reacts on the size of the set texture and offers means to provide a pivot offset, such that rotations or scale is done around this pivot point. With these objects 2D planes containing several 2D elements can be defined, but even be transformed in 3D space. Using an orthographic even pixel exact positioning is possible.

RendererListener Camera Hook

A new hook is defined for RendererListener - RendererListener::OnCameraPostRender that is called after a camera has been rendered.

Node intersection in Screen Coordinates

An interface has been added to compute whether a node intersects with a pick in screen coordinates - Math3D::IsPickIntersectingGeometry.

Added MemoryPool property to TextureImage

TextureImage class has now a memory pool property which indicates where to store the image data for rendering. This property may be ignored on RenderDevices that only support uploading to VideoRam.

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