

inVRs - Feature #11

Develop new Tutorial: GoingImmersive

04/28/2009 02:03 PM - Roland Landertshamer

<b>Status:</b>	Closed	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	Christoph Anthes	<b>% Done:</b>	0%
<b>Category:</b>	Tutorials	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	V1.0 Alpha5 release		
<b>Resolution:</b>	fixed		
<b>Description</b>			
A new tutorial should introduce the usage of the CAVESceneManager, the integration of tracking systems as well as the use of articulated avatars.			

History

#1 - 09/09/2009 07:05 AM - Roland Landertshamer

- Status changed from New to Closed
- Resolution set to fixed

published together with inVRs v1.0alpha5