

I'm organizing my tasks for the upcoming months. I'll leave one day a week to do Q&A/coordination on viewport, Eevee and other areas of 2.8. And when not necessary, to tracker instead.

Apart from that there are two areas of work. One is polishing ongoing projects. That includes the changes in collections, workspaces, outliner and edit mode. The other one is new areas. This includes overrides as well as the workbench engine.

September

October

November

December

January

February

March

Tasks

- Workspace
 - Engine [D2842]
 - use_scene_settings [D2842]
 - Move draw settings from viewport/scene/object/mode to workspaces
 - Viewport
 - Object mode
 - Edit mode
 - Object
 - Mesh
 - Camera
 - Armature
 - Remaining ones
- Collection
 - "Enable"
 - "Group"
 - Editor UI design
 - Editor UI implementation
- Outliner
 - Bug: Don't collapse outliner upon loading .blend
 - Bug: Can't delete collection sequentially
 - Remove visibility/selection from outliner

- Filter system
- Edit mode
 - Square center bug
 - Fading slide
 - Color based face orientation
- Overrides
 - Data struct
 - User interface
 - Final implementation [*needs depsgraph for this*]
- Workbench

You want Cycles and Eevee when you want to work within the final render engine.

For all the other occasions you want workbench.

- Collect “final” design ideas
 - Light
 - Studio
 - HDR
 - Matcap
 - Floor
 - Reflection
 - ”White” + shadow
 - Object id color
 - “Depth wires”
- Implement:
 - Matcap
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