Save and load parameters

UI panels for specifying parameters

Animated render output displayed live on viewport

Use keyboard and mouse to navigate the scene

Save All   Reset to Default   Save As   Load   Substitute Uniforms   Evaluation   Screenshot   Viewport   Layouts

Short 2

▼ Short 3

Camera Raymarch Motion
Save Reset Save As Load
FPS(UP)   ▼   Control Mod
2.044   Focal Length
692.339   Movement Sp
21.719   Keyboard Sp
2.406   Rotate Spee
0.261   Zoom Speed
2.440   Trackball R
Invert X
Invert Y

Light 2D Sky Profiling
Save Reset Save As Load
☐ Camera as Sun Center
▼ Sun Center
0.00   0
-100000.00   1
0.00   2
0.36   Theta
4.80   Phi
1000000.00   Radius
☑ Enable Sun Disk

Performance Debug
Save Reset Save As Load
FPS: 26.857, Frame Time: 37.234 ms   Copy

▼ Long 1
Terrain Tree Sky Clouds Water Planet
Save Reset Save As Load
▼ FBM
732.69   Horizontal Scale
1318.68   Max Height
12   Layers
14   Normal Layers
▶ Band Pass (Layers to Filter Out)
1.69   Horizontal Shirnk
0.51   Vertical Shrink
0.50   Starting Vertical
▼ Material
0.62   Grass Threshold
0.95   Dirt Threshold
R:119   G: 98   B: 31   Sand Color
R:205   G:205   B: 47   Grass Color
R: 78   G:169   B: 22   Grass Color 2
2967   Grass Max Height
-48   Grass Min Height
84   Sand Upper Fade Le
352   Grass Upper Fade L
187   Grass Lower Fade L
▶ Grass Color FBM
▶ Grass Edge FBM
▶ Rock Texture
▶ Lighting
▶ Boime
▶ Distortion
0.34   Shade Shadow Thres
0.00   Vertical offset