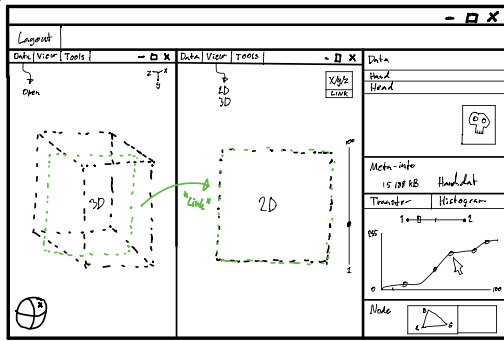


Layout



Information

Title: Megatron 3000

Date: 16.02.21

Authors: Sigurd Alexander Sagstad & Anders Syvertsen

Task: Exploratory/Presentation

Operations

- * Main menu has layout tab for global workspace.
 - Layout has presets
 - * 2D, 3D, Side-by-Side
 - * All viewports are customizable
 - * Maximize and minimize windows.
- * Each viewport can import data, both the same or different.
 - Linking cameras is possible
- * Tabular windows.
 - * 2D view has toggle views along main axis. LINK toggle to link camera to 3D view → arbitrary axis view in 2D.
 - * 2 keyframe Animator for transferfunction.
- * Light Globus controls direction of light

Focus

- * Window management
 - Focused on user friendliness.
 - Highly customizable, but with presets.
 - Max, Min, modularity
 - Side-by-side
- * 2D, 3D view
 - Toggle ability in each window
 - Link to 3D, X, Y, Z axis toggle
 - Tools:
 - * Tape-measure
 - * Density selection tool (interactive)
- * Transfer function
 - Ability to add nodes interactively.
 - * All nodes are customizable. (color, opacity)
 - Keyframe animator between 2 frames.
 - * Interpolate between to see densities "live"
- * Slicing
 - Filter to turn off densities.

Details

- * C++, OpenGL, Qt
 - Cmake/make
 - Qmake/make
- * Git/Github for VC
- * Object Oriented
- * Kanban