

VisualizerPanel

- ▣ DISPLAY_3D: int
- ▣ DISPLAY_2D: int
- ▣ DISPLAY_BOTH: int
- set_display_mode(mode: int): void
- get_2D_live_update_status(): bool
- get_show_projection_vector_status(): bool
- get_follow_camera_projection_status(): bool

The visualizer would own the mesh, not necessarily the curve object itself

VisualizerController

- handle_live_update_2D(): void
- handle_refresh_2D(): void
- handle_show_projection_vector_3D(): void
- handle_follow_camera_projection_2D(): void
- set_options_3D(): void
- render_curve_2D(): void
- render_curve_3D(): void
- clear_3D(): void
- clear_2D(): void

Right now, clearing and re-rendering will be less confusing. Later, removing meshes instead of re-rendering might be faster.

