

▼ Resource loading

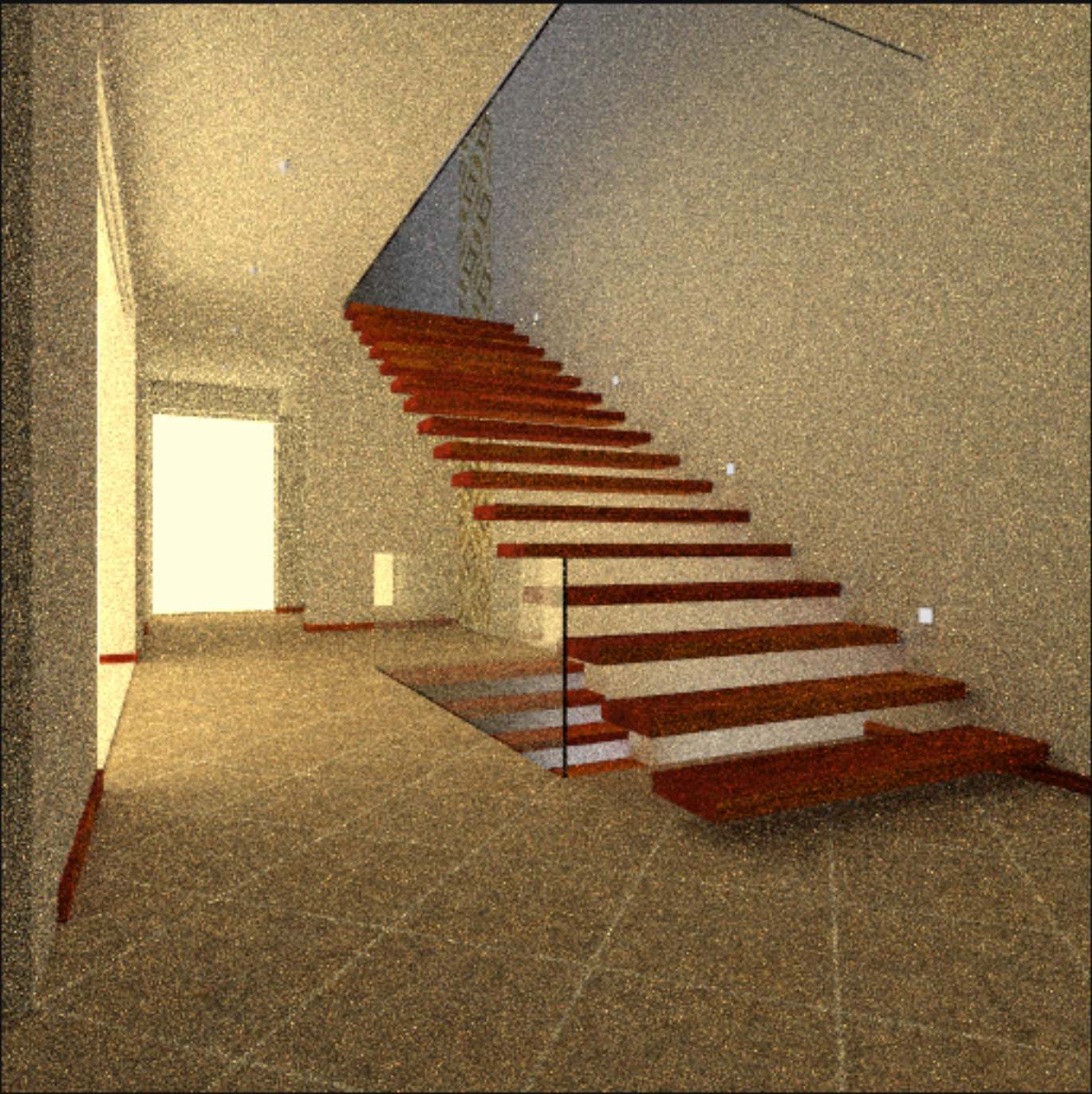
cwd: /home/gmartell/MMe/Development/gatherer/build

Scene:

Dataset A:

Dataset B:

▼ Render



R: 0

G: 0

B: 0

☐ Background color

Unfiltered rendered image

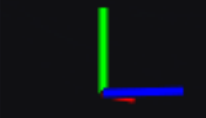
☐

0.000

Exposure

▼ Display mode

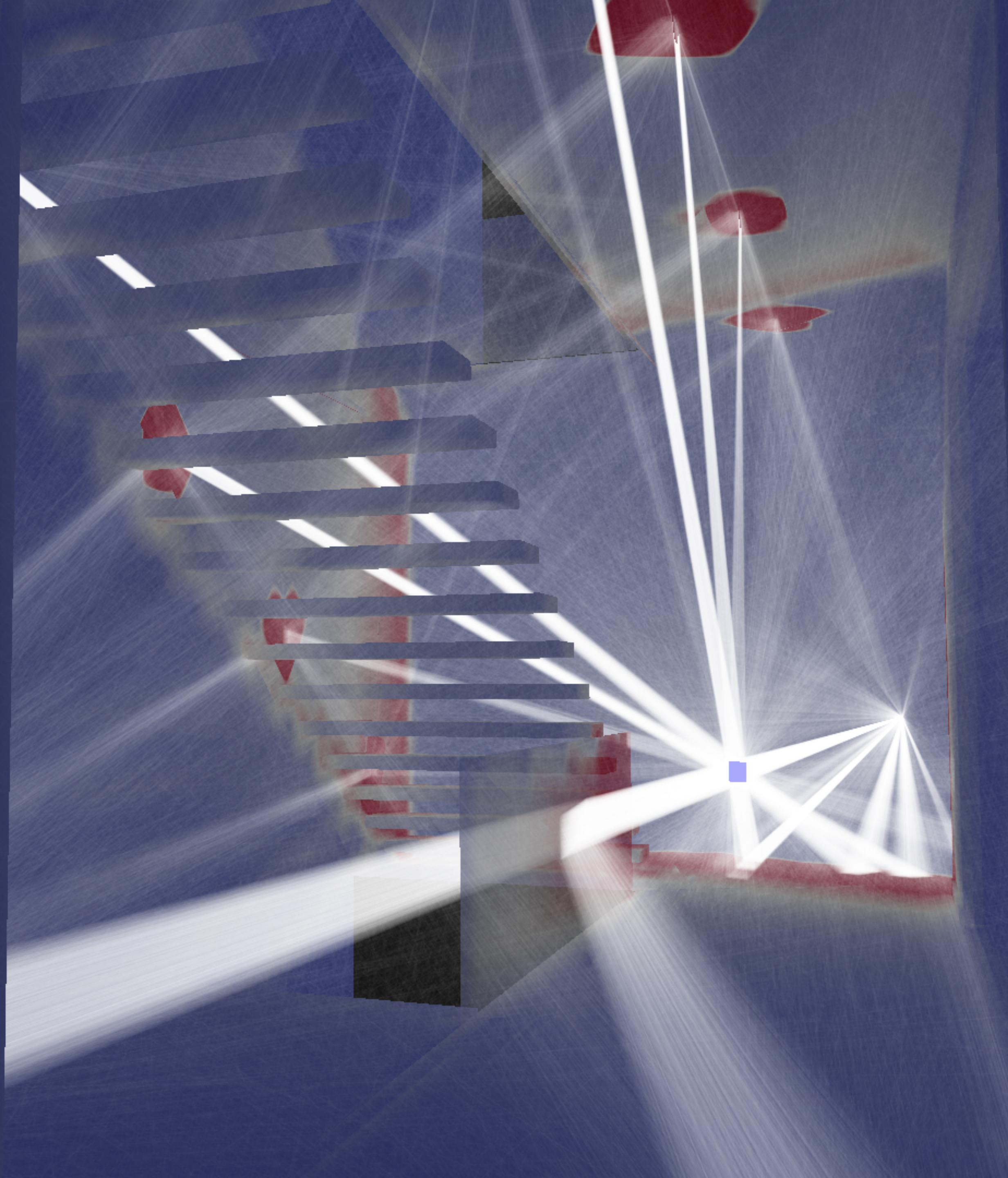
▼ Axes



▼ Dataset switcher

Current dataset: A

► Debug



▼ Visualization options

▼ Scene

R: 0

G: 0

B: 0

☐ Blend color

0.536

Blend alpha

☒ Heatmap

200000.000

Heatmap max

► Geometries

▼ Paths

☒ Render

☒ 0.004

Paths alpha

☒ Depth test☒ Radiance scaling

▼ Filters

-

☐ Hide

Window 0

2.252

1.185

1.000

Position

-0.900

0.000

-0.436

Normal

0.200

0.200

Size