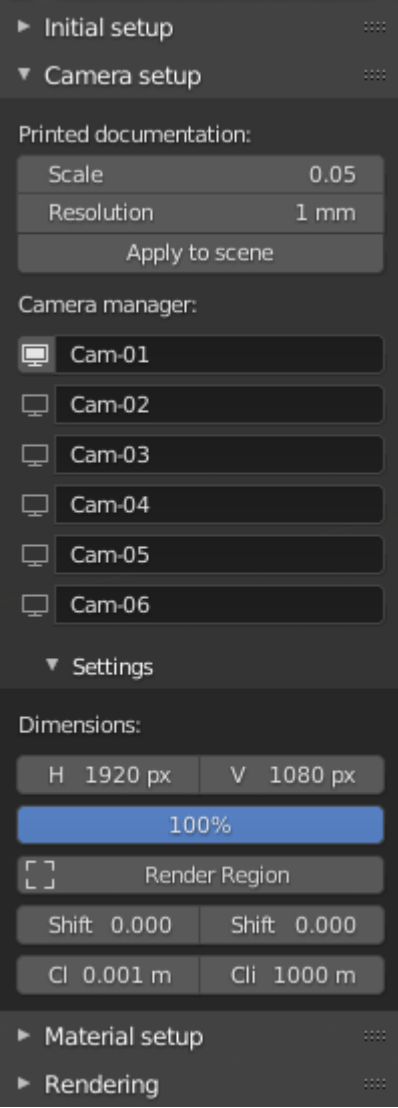
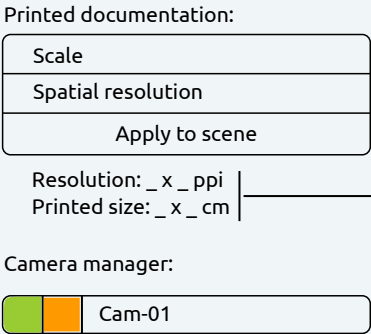


Actual User Interface



Updated User Interface



Thoughts

Is it possible to remove this button?
So each time the scale or resolution
change, each value would be updated?

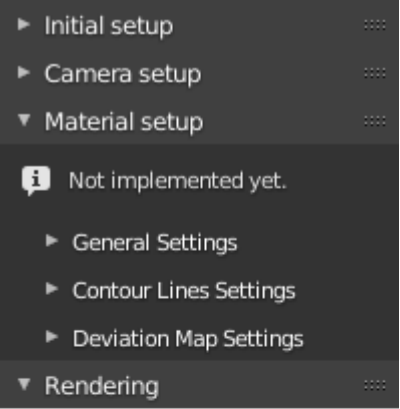
Uneditable values, but useful values to
choose the right scale or spatial
resolution

Need a check box, so we can select
cameras to be rendered (for some
point of view, we don't need every
layer of information)

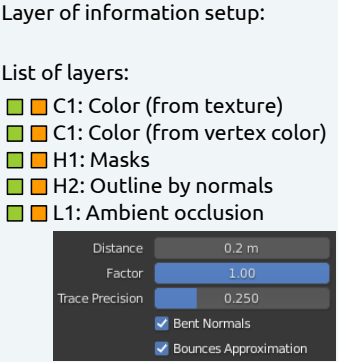
If we add a 7th camera for instance,
this button is not working

This section sum up parameters of
each camera. For the moment, when
we change one value, it affects every
camera

Actual User Interface

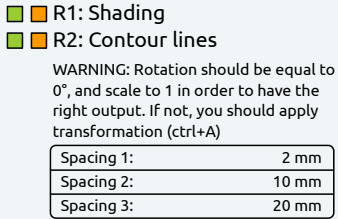


Updated User Interface

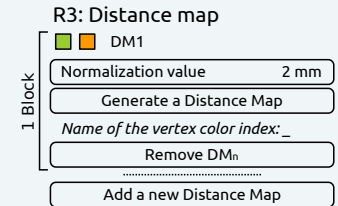


"Material setup" should be rename
"Layer of information setup"

These layers are scripted in the
"renderLayers" folder.
Some of them need some
configuration



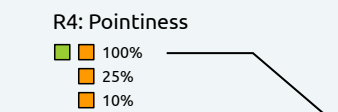
3 editable values.
Spacing 2 is always `Spacing 1` x 5
Spacing 3 is always `Spacing 1` x 10
Spacing 1 is the input value in the
material `r2_countourline`



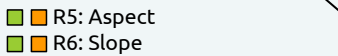
Don't know how to determine this
value without CloudCompare...

Hitting this button runs the distance
map add-on (already configured). User
should select respectively the
reference mesh and the compared
mesh (who will receive the result as
vertex color and rendered)

For the information of the user...
This value will be used as input in the
material `r3_deviationmap`



Remove the whole block
Create a new block



3 scripts are need here (1 for each
sublayer)
No preview for 25% and 10%, it is not
optimized

Check box to choose which layer
should be rendered

Preview of the layer (should execute
the script)