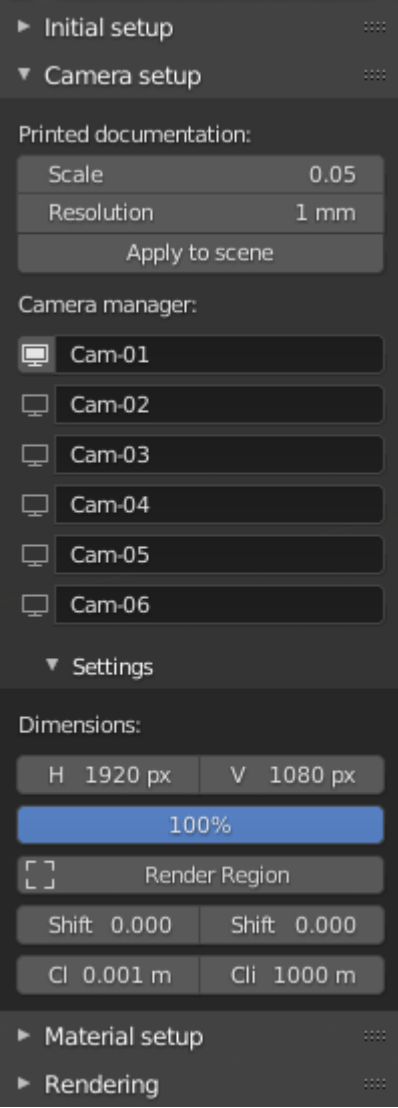
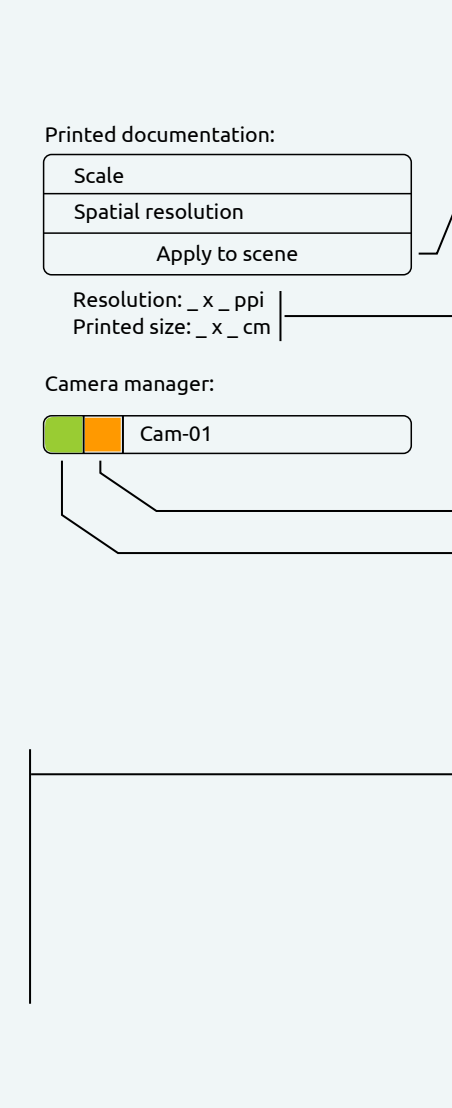


Actual User Interface



Updated User Interface



Thoughts

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

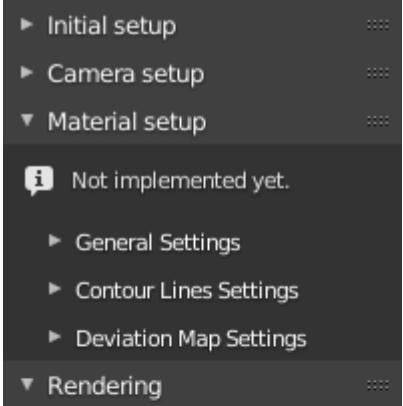
Uneditable values, but useful values to  
choose the right scale or spatial  
resolution

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)

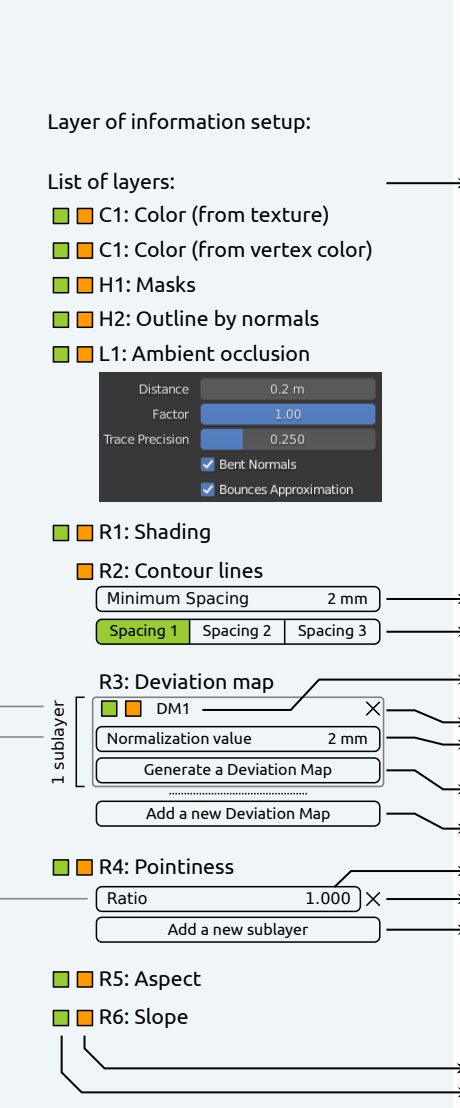
If we add a 7th camera for instance,  
this button is not working

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



Thoughts

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

This value is the one we can edit in the material

Those buttons are for previewing

Name of the Layer. This value will be used as input  
in the material `r3\_deviationmap`

To remove a DM

This value has to be used in the file's name (as for  
Contour Line)

Hitting this button runs the distance map add-on  
(already configured).

Create a new DM

To name the sublayer (1.0 = 100%)

To remove a sublayer

To add a sublayer. From my experience, 3 values  
are interesting: 100%, 25% and 10%.  
1 line is 1 sublayer

Select the layer to be rendered

Preview of the layer (should execute the script)