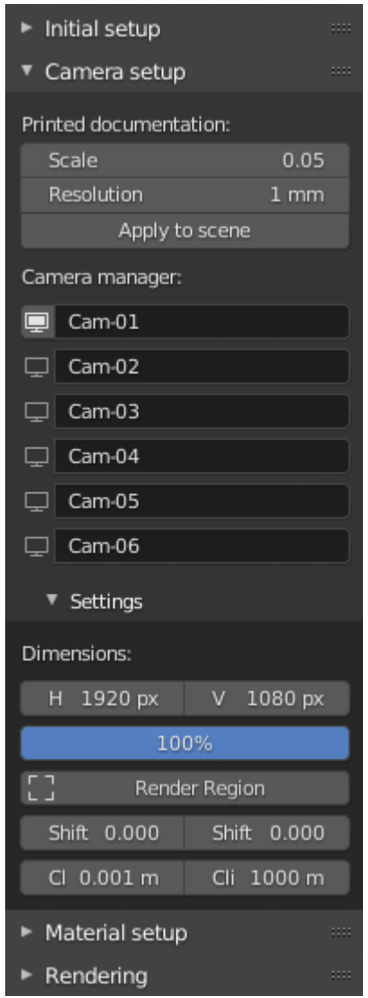
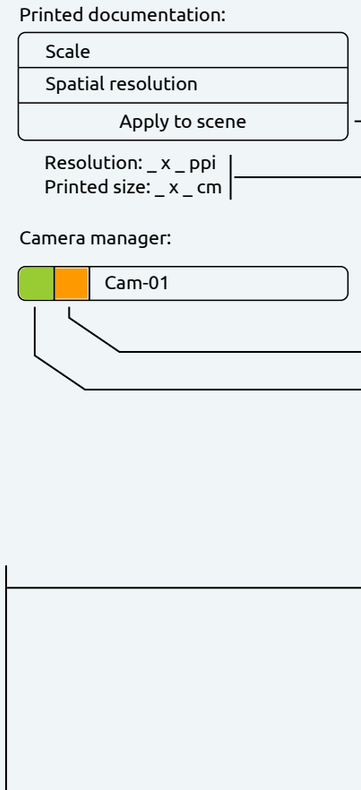
Actual User Interface



Updated User Interface



Thoughts

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

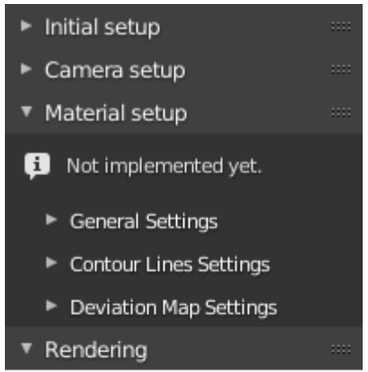
Uneditable values, but useful values to choose the right scale or spatial resolution

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

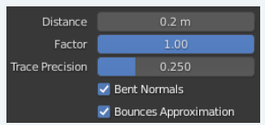


Updated User Interface

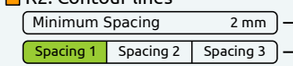
Layer of information setup:

List of layers:

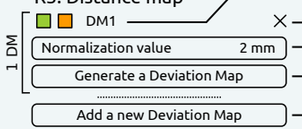
- C1: Color (from texture)
- C1: Color (from vertex color)
- H1: Masks
- H2: Outline by normals
- L1: Ambient occlusion



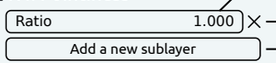
- R1: Shading
- R2: Contour lines



- R3: Distance map



- R4: Pointiness



- R5: Aspect
- R6: Slope

Thoughts

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

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

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

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 exp, suitable values are 100%, 25% and 10%.

Select the layer to be rendered

Preview of the layer (should execute the script)