

Layers

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This document demonstrates “Layers” – a JavaScript object designed for 3D Annotations allowing arbitrary parts of a CAD model (meshes) to be referenced in separate containers (layers). Using this information, the 3D Annotation can be set to render any layer with its associated parts as opaque (with the remaining parts translucent – translucency being a settable parameter).

An anticipated enhancement of this JavaScript would allow other kinds of rendering styles (besides translucency) to distinguish layers, and also to display multiple layers at the same time.

The Layers Object makes it easy to specify layers and then, by way of document links, to make calls to render those layers. It is necessary for the author to know the names (or at least the ID numbers) of the meshes in order to specify the layers.

Show layer 1

Show layer 2

Show layer 3

Show layer 4

