Adding Layers to a View

In VoxelSpace, a **View** can contain one or more **visual layers**, each representing a different dataset or spatial element. Layers are essential for building rich, multi-dimensional visualizations that combine terrain, point clouds, block models, and more.

How to Add a Layer

1. While in the **View interface**, click the **Layer icon** image.png to open the **View Configuration Panel**.

2. In the panel, select the **“Layers”** tab.

3. Click the **“Add Layer…”** button to begin adding data to the View.

image.png

What Happens Next?

After clicking **“Add Layer…”**, you’ll be prompted to:

- **Select a dataset** from the project’s catalog
- **Configure how it’s rendered**, including visibility, transparency, color maps, or display filters—depending on the dataset type

Each dataset you add enhances the View, allowing for layered analysis and deeper spatial understanding.

Revision #5
Created 17 March 2025 14:08:35 by admin
Updated 26 May 2025 17:35:45 by Etzer Saurel