Renaming Rendering properties:  
-Collection of Properties working with different data

Image

|  |  |
| --- | --- |
| lookupTable |  |
| transferFunction |  |
| binary |  |
| bounding box |  |
| Color |  |
| depthOffset |  |
| imageForImageLevelWindow |  |
| In plane resample extent by geometry |  |
| layer |  |
| levelwindow |  |
| name |  |
| Opacity |  |
| Outline binary |  |
| Outline binary shadow |  |
| Outline binary shadow color |  |
| Outline shadow width |  |
| Outline width |  |
| Path |  |
| Reslice interpolation |  |
| Selected |  |
| Texture interpolation |  |
| Use color |  |
| Visible |  |
| volumerendering |  |
| Volumerendering configuration |  |
| Volumerendering.cpu.ambient |  |
| Volumerendering.cpu.diffuse |  |
| Volumerendering.cpu.specular |  |
| Volumerendering.cpu.specular.power |  |
| Volumerendering.gpu.ambient |  |
| Volumerendering.gpu.diffuse |  |
| Volumerendering.gpu.reducesliceartifacts |  |
| Volumerendering.gpu.specular |  |
| Volumerendering.gpu.specular.power |  |
| Volumerendering.gpu.usetexturecomperssion |  |
| Volumerendering.ray.ambient |  |
| Volumerendering.ray.diffuse |  |
| Volumerendering.ray.specular |  |
| Volumerendering.ray.specular.power |  |
| Volumerendering.usegpu |  |
| Volumerendering.uselod |  |
| Volumerendering.usemip |  |
| Volumerendering.useray |  |

Surface

|  |  |
| --- | --- |
| Backface Culling |  |
| Back color |  |
| Back normal lenth (px) |  |
| Color |  |
| Color mode |  |
| Draw normals 2D |  |
| Front color |  |
| Front normal lenth (px) |  |
| Invert normals |  |
| Layer |  |
| Line width |  |
| Material.ambientCoefficient |  |
| Material.diffuseCoefficient |  |
| Material.interpolation |  |
| Material.representation |  |
| Material.specularCoefficient |  |
| Material.speculatPower |  |
| Material.wireframeLineWidth |  |
| Name |  |
| Opacity |  |
| Path |  |
| Scalar mode |  |
| Scalar visibility |  |
| Selected |  |
| Shader |  |
| visible |  |

Point-Set

|  |  |
| --- | --- |
| Close contour |  |
| Color |  |
| Contourcolor |  |
| Contoursize |  |
| Distance decimal digits |  |
| Layer |  |
| Line width |  |
| Name |  |
| Path |  |
| Point 2D size |  |
| Point line width |  |
| Pointsize |  |
| Selected |  |
| Selectedcolor |  |
| Show angles |  |
| Show contour |  |
| Show distances |  |
| Show distant lines |  |
| Show points |  |
| UpdateDataOnRender |  |
| Visible |  |

Basic/General Properties

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Size | Layer | color |
| Path | selected |  |  |
|  |  |  |  |
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Rendering