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# Potree Template

*Release 0.1*

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# CONTENTS

<b>1</b>	<b>Contents</b>	<b>3</b>
1.1	Introduction . . . . .	3
1.2	Usage . . . . .	3
1.3	API . . . . .	4



The **Potree-Template** is a simple template that enables interested users defining easily pages with *Potree WebGL* and its main functionalities (pointclouds navigation, oriented images etc.).

This template is originally based on the [Vizcaya Museum](#) project and inspired by [potree-sfm](#) features.

A working example can be found on the [LabMGF DICA PoliMi website](#).

Potree Template has its documentation hosted on Read the Docs.

Check out the [Usage](#) section for further information, including how to *Installation* the project.

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**Note:** This project is under active development.

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**CONTENTS**

## 1.1 Introduction

### 1.1.1 Prerequisites

Make sure you have the following installed and working in order to reproduce the project. You can view detailed installation guidelines within the following links: \* This is a bulleted list. \* It has two items, the second

item uses two lines.

**Xampp / Apache server**

[Github to clone project](#)

### 1.1.2 Dependencies

This project was made possible by leveraging the contributions of many open-source code available from: \* [potree](#) \* [threejs](#) \* [bootstrap 4.1.0](#) \* [openlayers 3](#) \* ...

### 1.1.3 License

For continuity sake, this project carries the same license as the original Potree project.

## 1.2 Usage

### 1.2.1 Installation

To use Lumache, first install it using pip:

```
(.venv) $ pip install lumache
```

## 1.2.2 Creating recipes

To retrieve a list of random ingredients, you can use the `lumache.get_random_ingredients()` function:

The `kind` parameter should be either `"meat"`, `"fish"`, or `"veggies"`. Otherwise, `lumache.get_random_ingredients()` will raise an exception.

For example:

```
>>> import lumache
>>> lumache.get_random_ingredients()
['shells', 'gorgonzola', 'parsley']
```

## 1.3 API