
Potree-template

Release 0.1

Federica Gaspari

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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.

Note: This project is under active development.

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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: * [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