

Source Panel

This page provides information on the Source Panel in the Property Panel.

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Overview

The Source Panel is part of Pdplayer's [Property Panel](#) and allows you to view custom layers in .exr and .vrimg files.

UI Path: ||Property Panel|| > **Source panel**

Properties

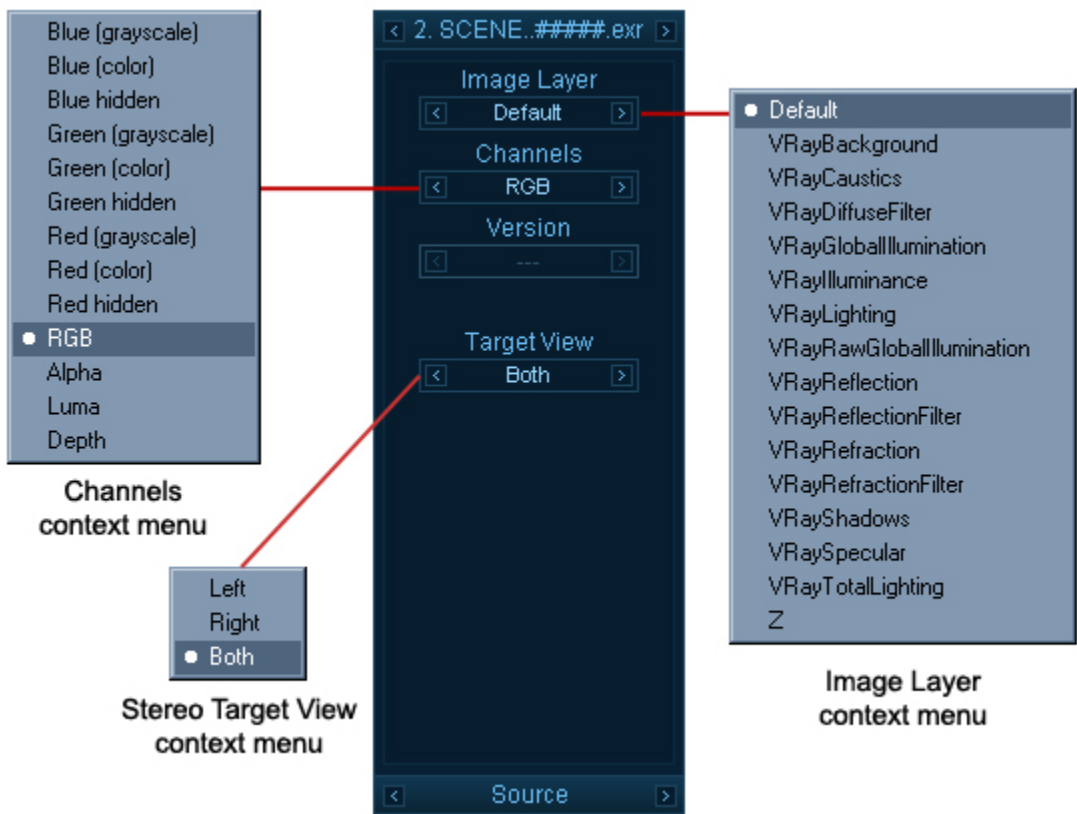


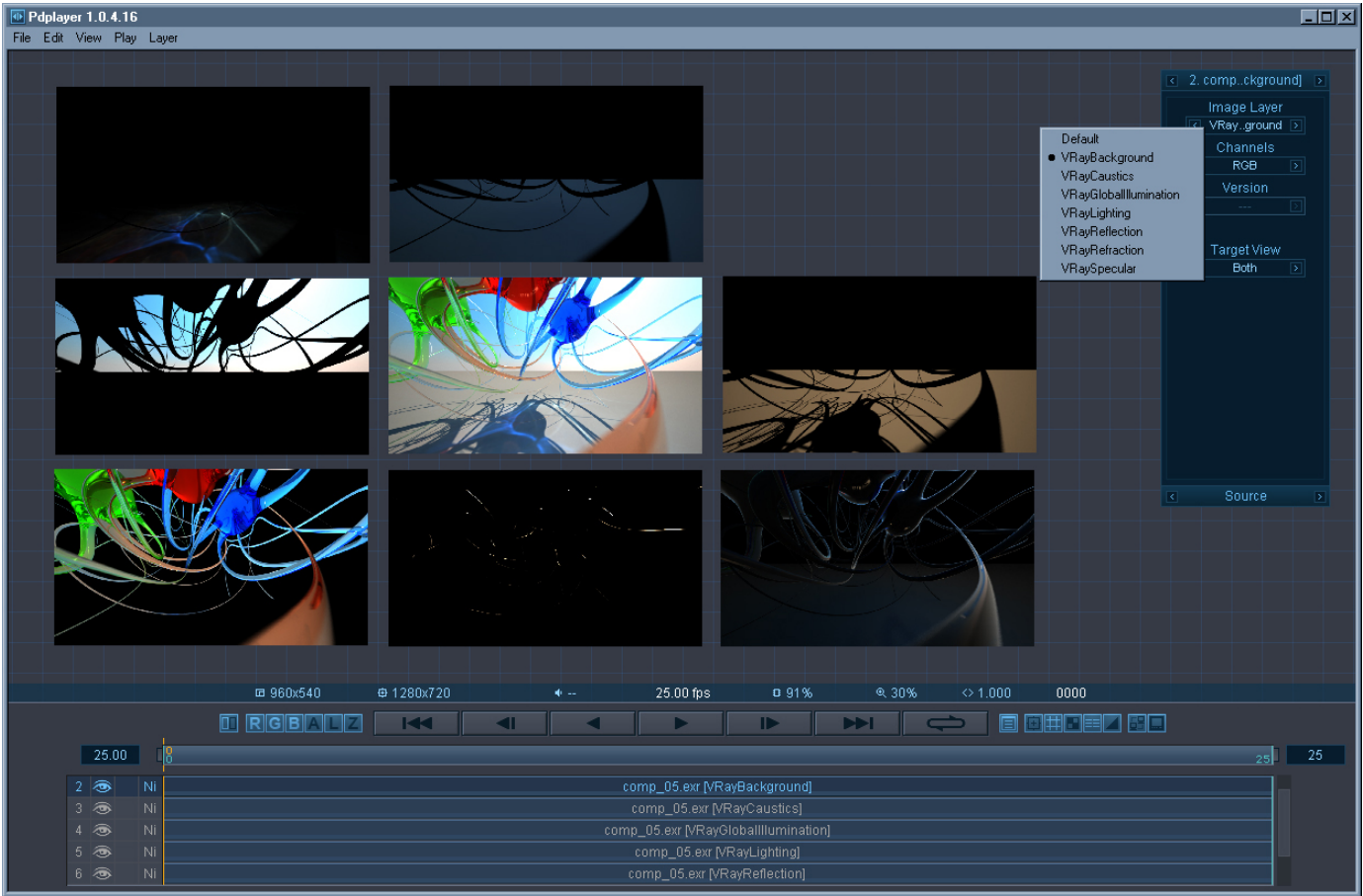
Image Layer – Allows you to view custom layers (other than RGB, Alpha, Luma and Z-Depth) inside .vrimg and .exr files. You can either flip through the layers by clicking on the **Previous** and **Next** buttons or you can right click and select a layer from the drop down menu. Switching between the different layers causes the image to be reloaded which may cause a small delay. *For more information, see the [Image Layers example](#) below.*

Channels – Allows you to display different channels of the current layer. You can either flip through the different channels or right click and select a channel from the drop down menu. *For more information, see the [Channels example](#) below.*

Version – This field is enabled when Pdplayer detects that you have loaded a sequence which has several versions. It will detect certain key words in the file path and find the other versions automatically. You can then cycle through the versions with the Previous and Next buttons or right click and choose from the drop down menu. *For more information, see the [Versioned Footage example](#) below.*

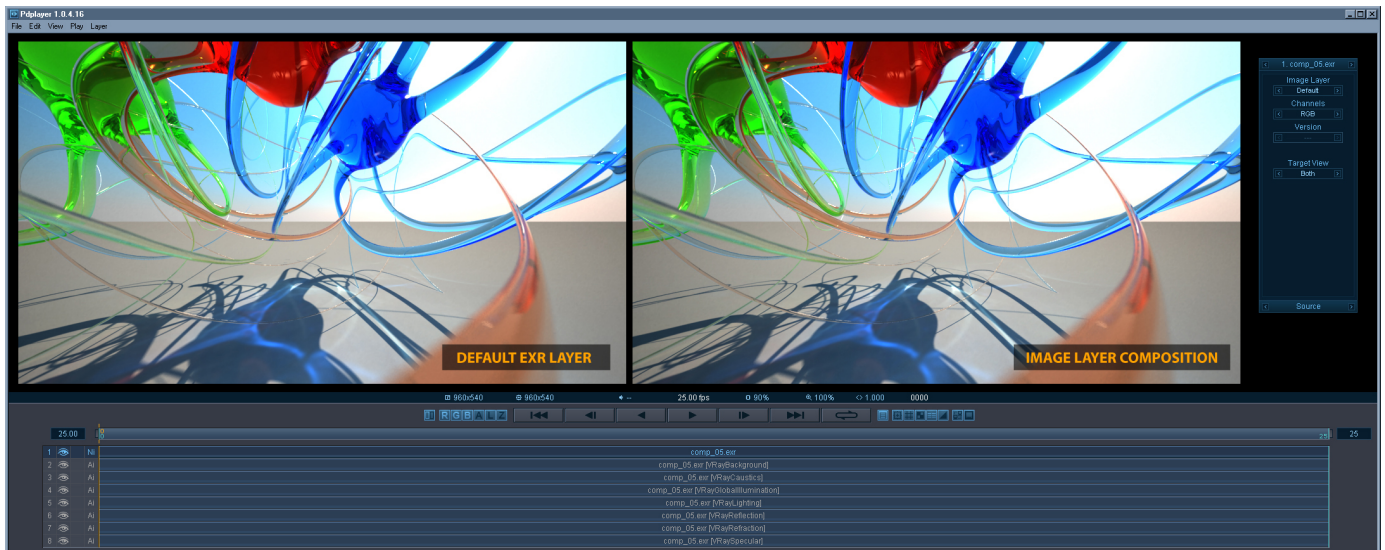
Target View – Select a target for the current layer when using the [Stereoscopy feature](#) of Pdplayer. You can either scroll through the options or right click and choose from the drop down menu.

Example: Image Layers



Different layers of an EXR file

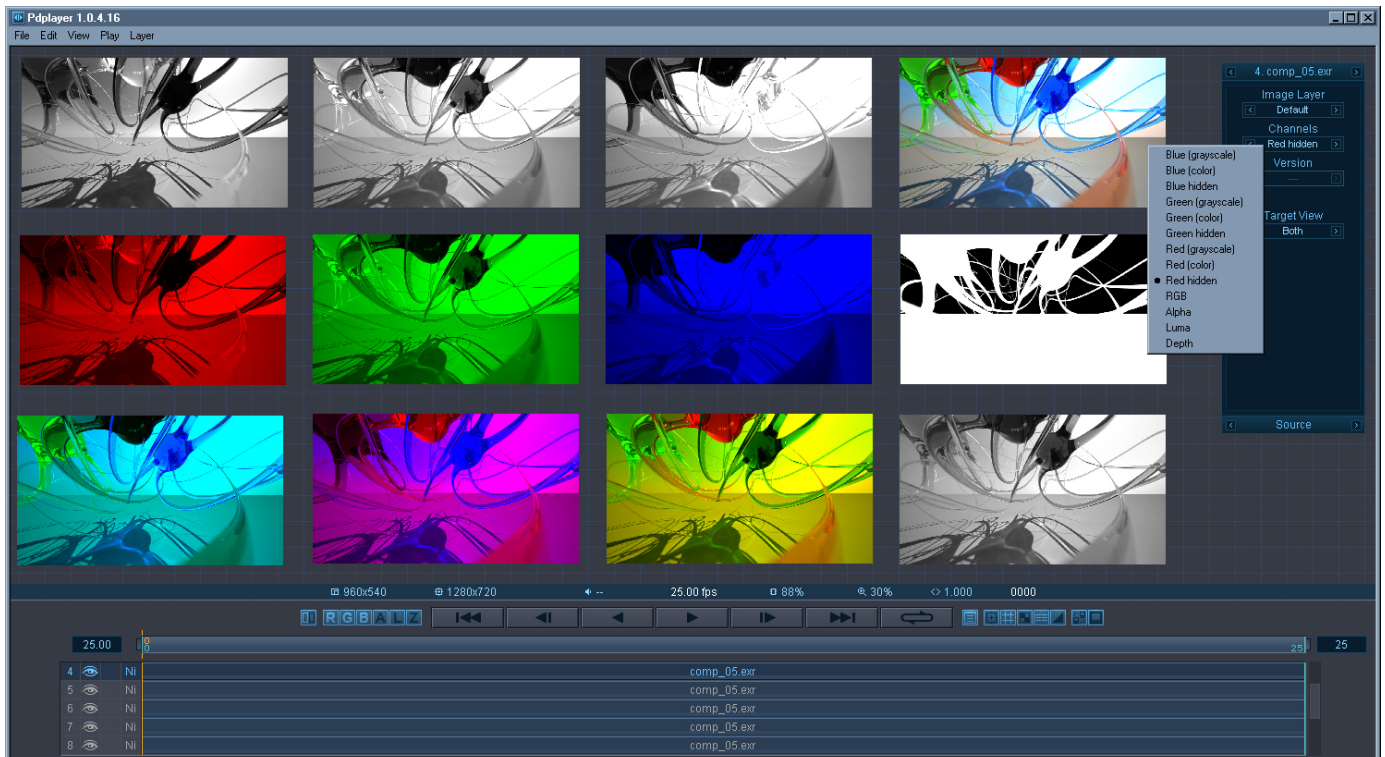
The following image shows a composition in which a single EXR file with render elements has been split into layers. On the left we can see the RGB part of the image. The left image is created by composing the render elements together using the **Add** operator. It is clearly visible that the two images look the same. However using render elements allows for much more control when applying color corrections for example.



Open EXR with Render Elements

Example: Channels

The **Channels** field allows you to display different channels of the current layer. You can either flip through the different channels or right click and select a channel from the drop down menu.



Different channels of an image

Example: Versioned Footage

Pdplayer will recognize versioned footage when the file path contains a directory with a name of the form `prefix_v#_suffix`, where `prefix` and `suffix` are arbitrary strings, and `#` is a sequence of digits. The `prefix_` and `_suffix` parts are optional. Examples of versioned directory names: `v2`, `V004`, `v04_before_cc`, `animation_v05`, `scene_v2_2009_05_31`. The version string is automatically replaced in the file name, if present.

Examples of versioned footage:



Example 1

D:\shot08\scene_15\v02\bg\bg_v02_0001.tga

D:\shot08\scene_15\v03\bg\bg_v03_0001.tga



Example 2

C:\projects\promo\v2_before_cc\0001.tga

C:\projects\promo\v3_after_cc\0001.tga



Example 3

X:\Footage\conv\V002_2009_05_27\conv_proxy_h264.mov

X:\Footage\conv\V003_2009_05_31\conv_proxy_h264.mov



Example 4

D:\shot08\scene15_v2\bg\shot08_scene15_v2_bg_0001.tga

D:\shot08\scene15_v3\bg\shot08_scene15_v3_bg_0001.tga



Example 5

C:\projects\promo_v2_before_cc\v2_0001.tga

C:\projects\promo_v3_after_cc\v3_0001.tga



Example 6

X:\Footage\conv\V002_2009_05_27\conv_V002_proxy_h264.mov

X:\Footage\conv\V003_2009_05_31\conv_V003_proxy_h264.mov
