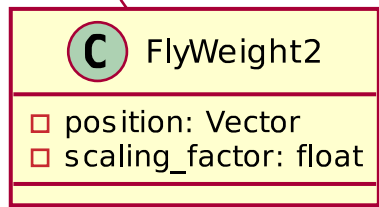
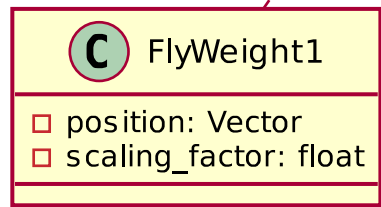


These classes contain the extrinsic state instead:
in this case the position and scaling factor
plus a pointer to the Common class



This class contains the intrinsic state:
in this case we have the shared mesh and texture

«use»

«use»

