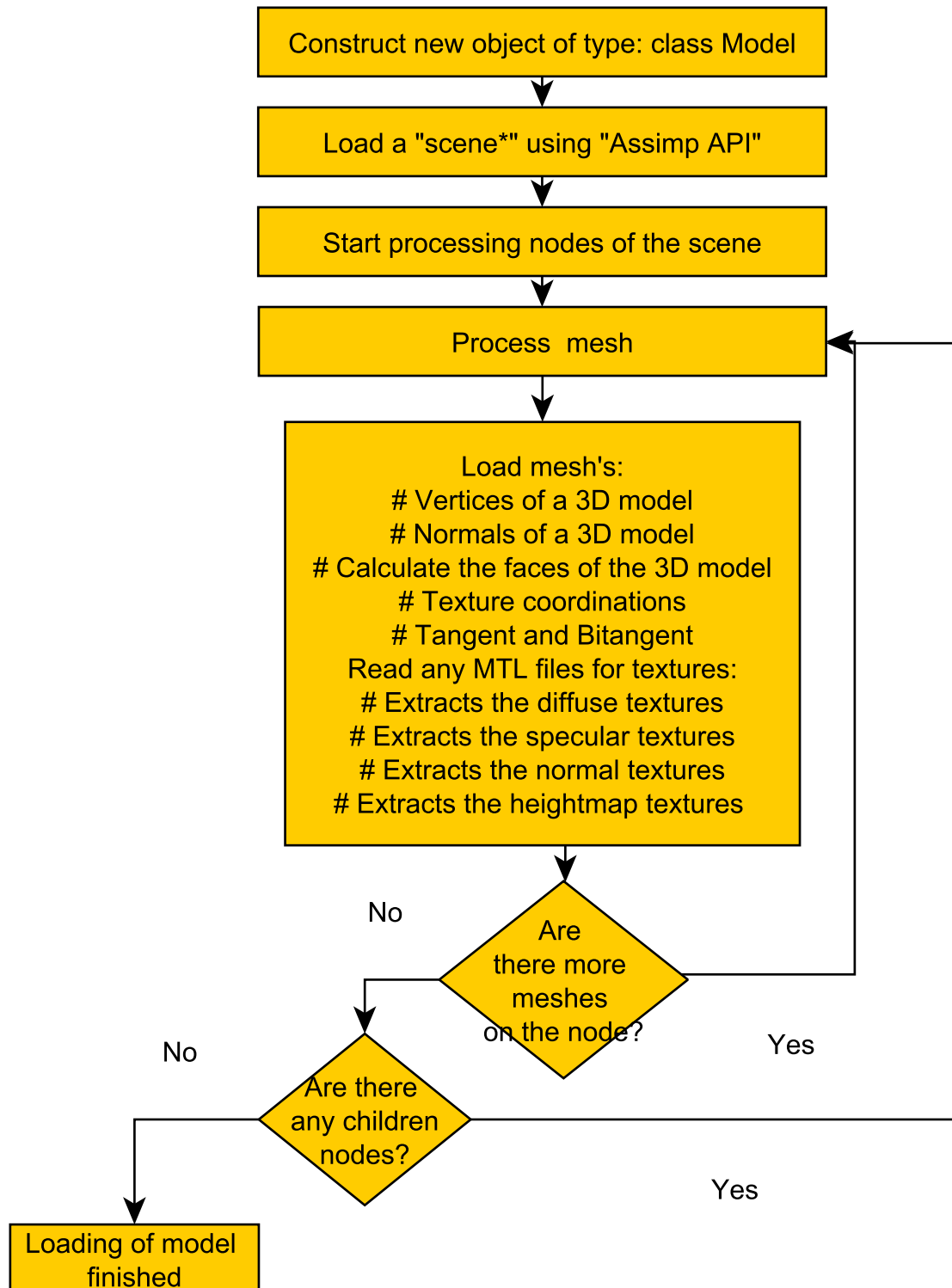


ModelLoader cpp



*Scene: all objects that are contained in the .obj file