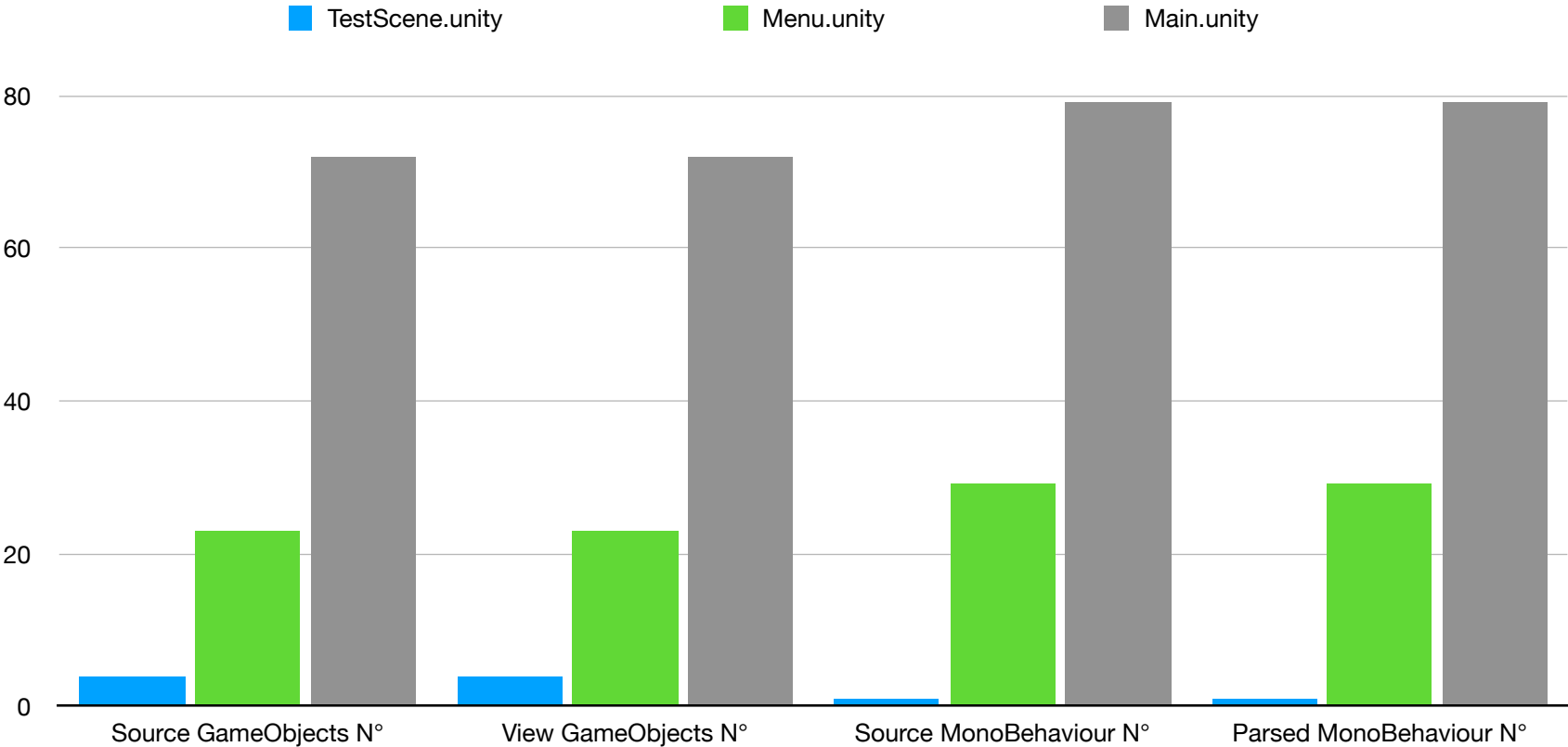
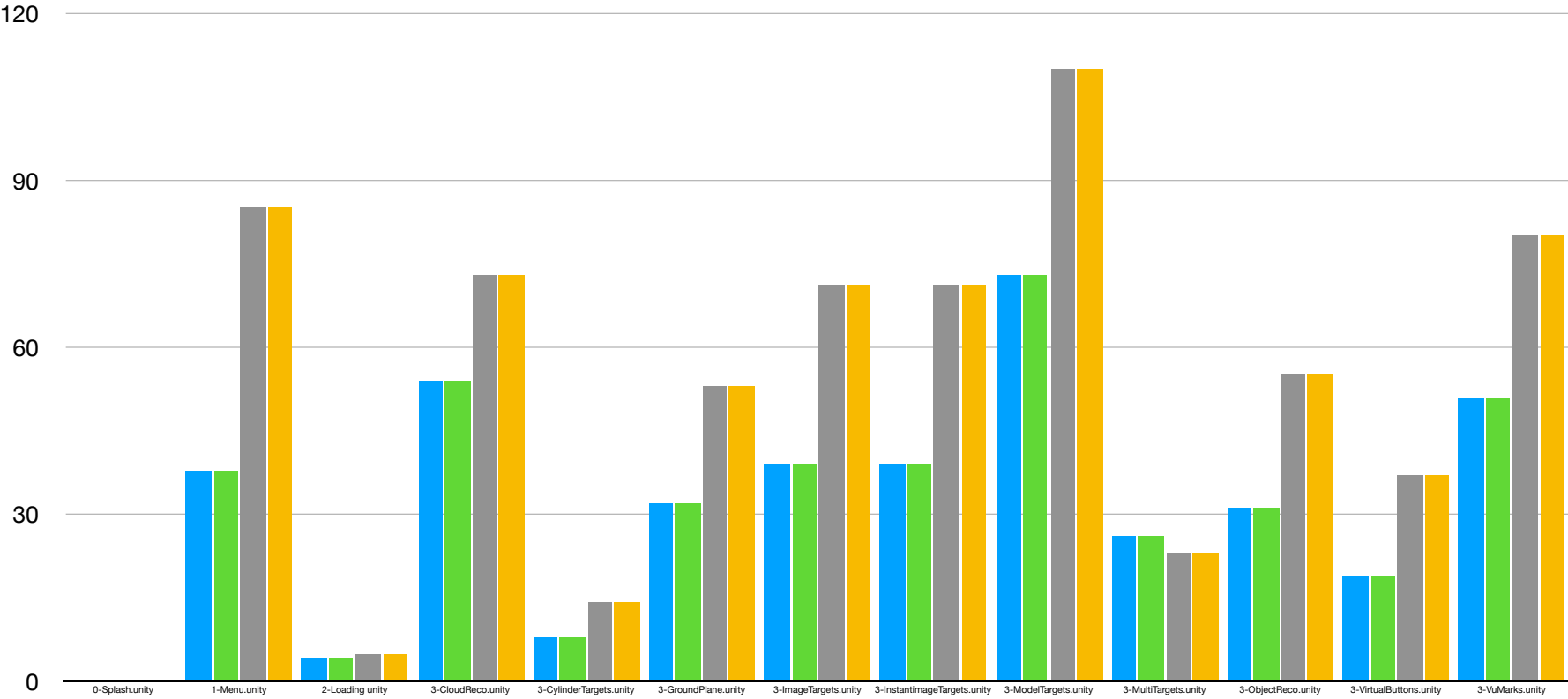


Scene File	Source GameObjects N°	View GameObjects N°	Source MonoBehaviour N°	Parsed MonoBehaviour N°
TestScene.unity	4	4	1	1
Menu.unity	23	23	29	29
Main.unity	72	72	79	79



Scene File	Source GameObjects N°	View GameObjects N°	Source MonoBehaviour N°	Parsed MonoBehaviour N°
0-Splash.unity	0	0	0	0
1-Menu.unity	38	38	85	85
2-Loading unity	4	4	5	5
3-CloudReco.unity	54	54	73	73
3-CylinderTargets.unity	8	8	14	14
3-GroundPlane.unity	32	32	53	53
3-ImageTargets.unity	39	39	71	71
3-InstantimageTargets.unity	39	39	71	71
3-ModelTargets.unity	73	73	110	110
3-MultiTargets.unity	26	26	23	23
3-ObjectReco.unity	31	31	55	55
3-VirtualButtons.unity	19	19	37	37
3-VuMarks.unity	51	51	80	80

Source GameObjects N° View GameObjects N° Source MonoBehaviour N° Parsed MonoBehaviour N°



Scene File	Source GameObjects N°	View GameObjects N°	Source MonoBehaviour N°	Parsed MonoBehaviour N°
Armchair.unity	14	14	24	24
Barchair.unity	14	14	24	24
beanbag.unity	14	14	25	25
couch.unity	14	14	23	23
ground.unity	5	5	6	6
home.unity	14	14	27	27
login.unity	26	26	22	22
panel.unity	15	15	20	20
profile.unity	14	14	22	22
Register.unity	21	21	29	29
template.unity	5	5	6	6

