Renderer

+ RenderTerrain()
+ RenderModel()
+ BindTexture()
+ DepthTest()
+ RenderSkybox()
+ SetShader()
+ SetShaderSkybox()
+ TerrainSetup()
+ SkyboxSetup()
+ TextureFromFile()
and 9 more...

+render

Fbx

+ textures_loaded
+ meshes
+ directory
+ gammaCorrection

+ Fbx()
+ Fbx()
+ Draw()