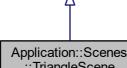
Engine::Components ::Scene + ActiveCamera

+ Cameras + Lights + Objects

Loaded + Scene() + ~Scene() + BeginLoad()

+ FrameUpdate() + Load() + SetActiveCamera() + Unload()



::TriangleScene angle - color

- modelMatrix

+ TriangleScene() + ~TriangleScene() + FrameUpdate() + Load()