## Engine::Components ::Scene + ActiveCamera

- + Cameras + Lights
- + Objects # Loaded + Scene()
  - + ~Scene() + BeginLoad() + FrameUpdate() + Load() + SetActiveCamera()

+ Unload()

- Application::Scenes CameraScene
- angle - color - modelMatrix
  - + CameraScene()
- + ~CameraScene() + FrameUpdate()

+ Load()