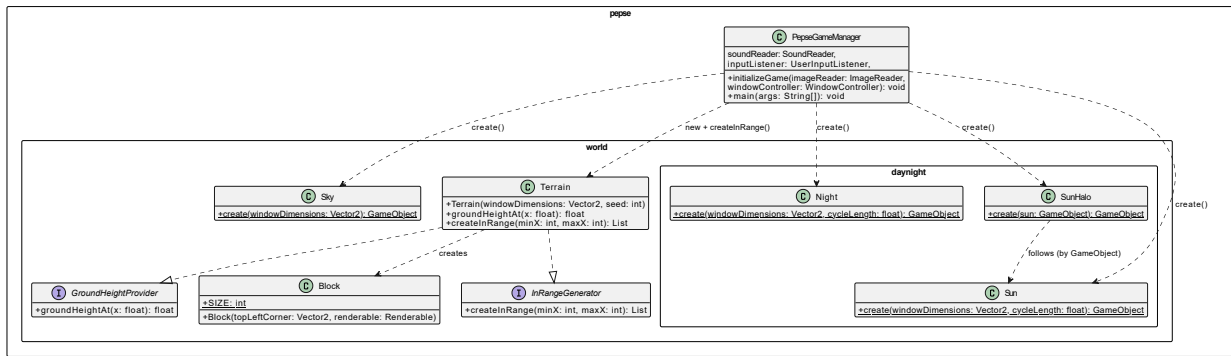


first UML - Block, Sky, Terrain and Day/Night



second UML - Avatar and Trees

