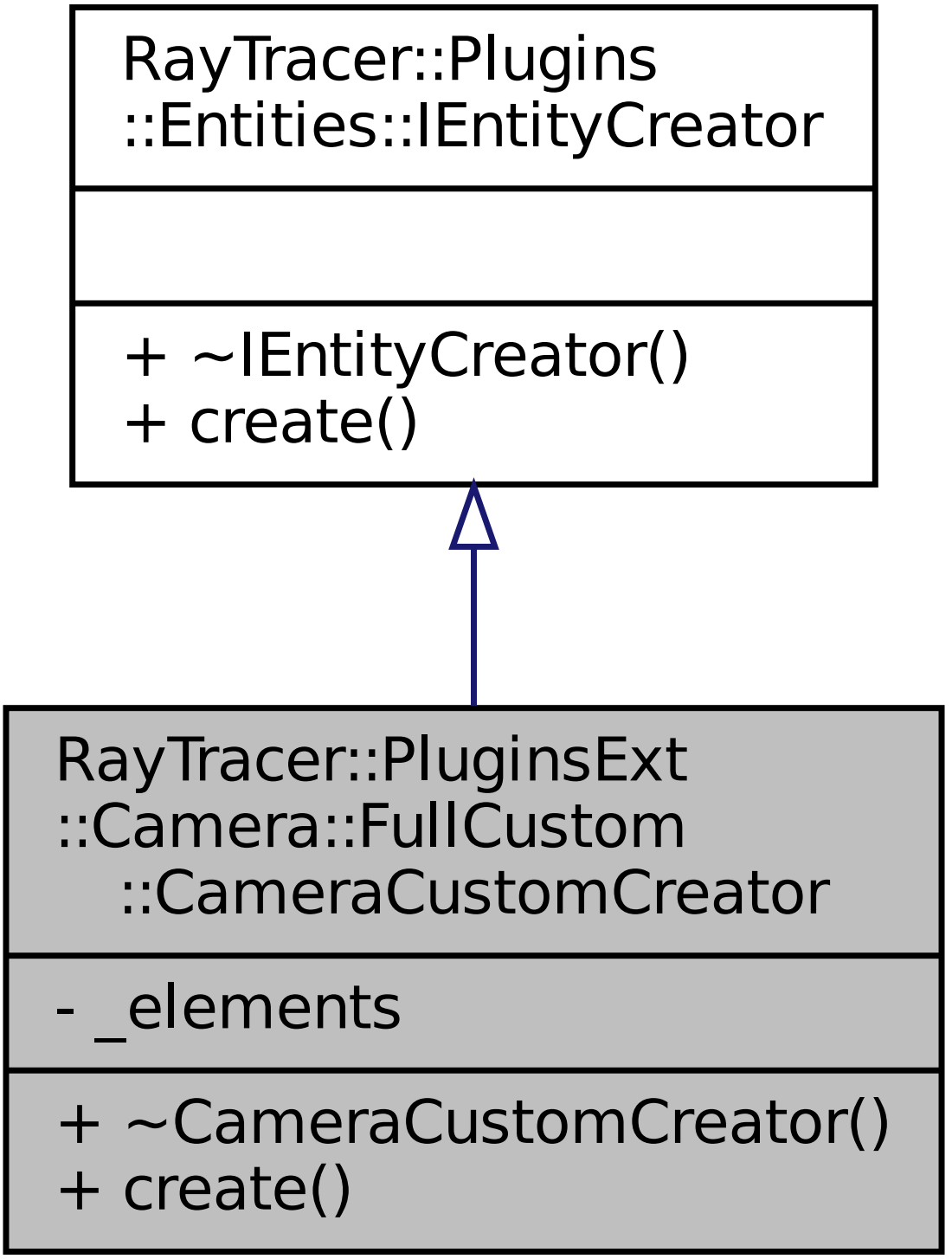
RayTracer::Plugins
::Entities::IEntityCreator
+ ~IEntityCreator()
+ create()
RayTracer::PluginsExt
::Camera::FullCustom
::CameraCustomCreator
- _elements
+ ~CameraCustomCreator()
+ create()