{

"meta":

{

"version": 1.3,

"generator": "cgdev json exporter"

},

"model":

{

"meshes": [

{

"meta":

{

"vertNum": 8,

"faceNum": 12,

"vertElementNum": 24

},

"name": "Cube",

"node": 1,

"verts": [-1,-1,1,-1,1,1,-1,-1,-1,-1,1,-1,1,-1,1,1,1,1,1,-1,-1,1,1,-1],

"vertElement":

{

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"normals": [-1,0,0,-1,0,0,-1,0,0,0,0,-1,0,0,-1,0,0,-1,1,0,0,1,0,0,1,0,0,0,0,1,0,0,1,0,0,1,0,-1,0,0,-1,0,0,-1,0,0,1,0,0,1,0,0,1,0,0,0,-1,1,0,0,0,0,1,0,-1,0,0,1,0,-1,0,0]

},

"face":

{

"vertElementIndices": [0,1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,3,18,4,6,19,7,9,20,10,12,21,13,15,22,16,1,23,2],

"groups": [

{

"start": 0,

"count": 36,

"materialIndex": 0

}

]

}

}

]

},

"hierarchy":

{

"nodes": [

{

"name": "SceneRoot",

"parent": -1,

"pos": [0,0,0],

"scl": [1,1,1],

"rot": [0,0,0,1]

},

{

"name": "Cube",

"parent": 0,

"pos": [0,0,0],

"scl": [39.3701,39.3701,39.3701],

"rot": [0,0,0,1]

}

]

}

}