

```
Stage {  
  ent["view"] (Camera, Viewport)  
  ent["view2"] (Camera, Viewport)  
  ent"world"  
}
```

```
Stage2 {  
  ent["view3"] (Camera, Viewport)  
  ent"world2"  
}
```

Maybe each stage should build its own mesh Query then use it in the rendering.
Filter with a Stage{id} component perhaps