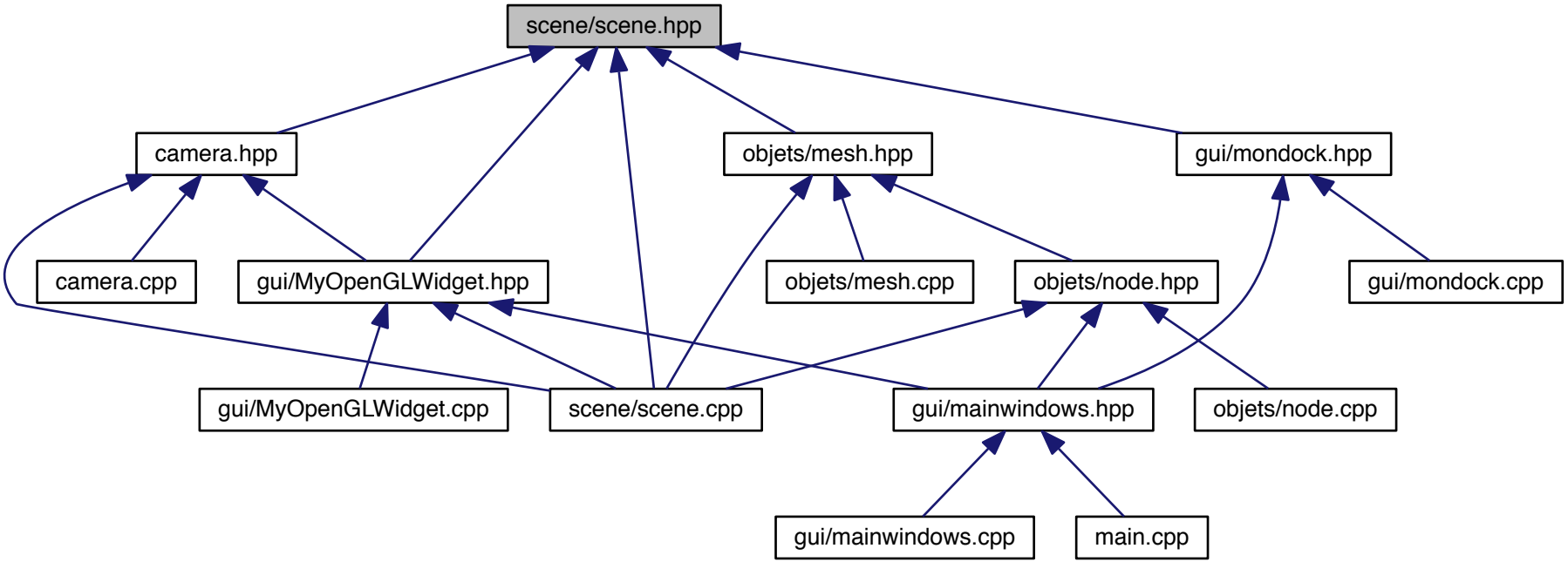
scene/scene.hpp
camera.hpp
objets/mesh.hpp
gui/mondock.hpp
camera.cpp
gui/MyOpenGLWidget.hpp
objets/mesh.cpp
objets/node.hpp
gui/mondock.cpp
gui/MyOpenGLWidget.cpp
scene/scene.cpp
gui/mainwindows.hpp
objets/node.cpp
gui/mainwindows.cpp
main.cpp