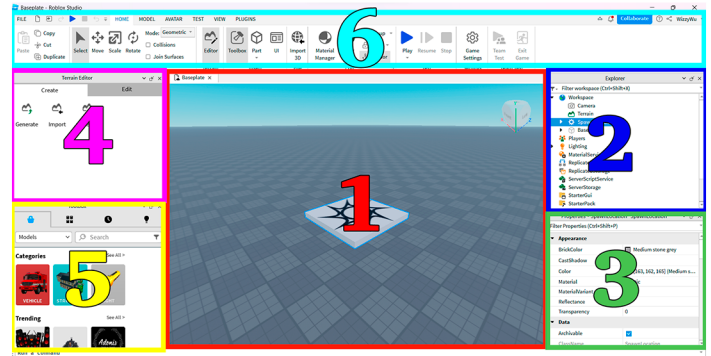
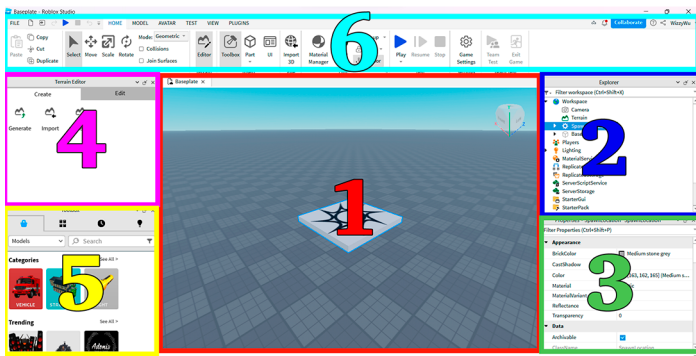


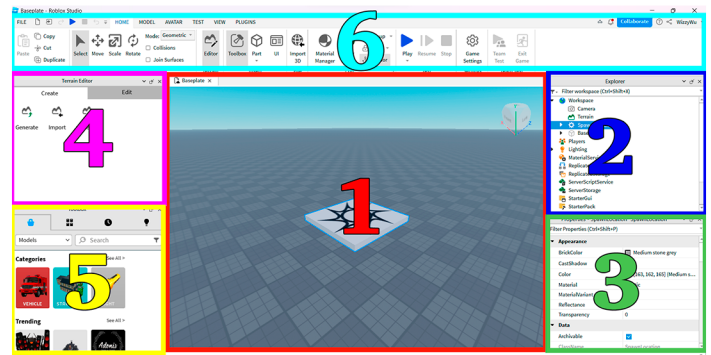
1. Viewport (Workspace): The central area in Roblox Studio where developers visualize and interactively work with objects and scenes.
2. Explorer: Provides a hierarchical view of all objects and components present in your game world, including models, parts, scripts, and even minor elements such as fire or effects.
3. Properties: The place where you can finely tune each object in your project.
4. Terrain Editor: Designed for creating and editing landscapes and natural objects in your game.
5. Toolbox: Offers an extensive library of objects.
6. Ribbon Menu: Serves as the control center for your entire project. It contains a series of tabs, each offering various tools and functions.



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