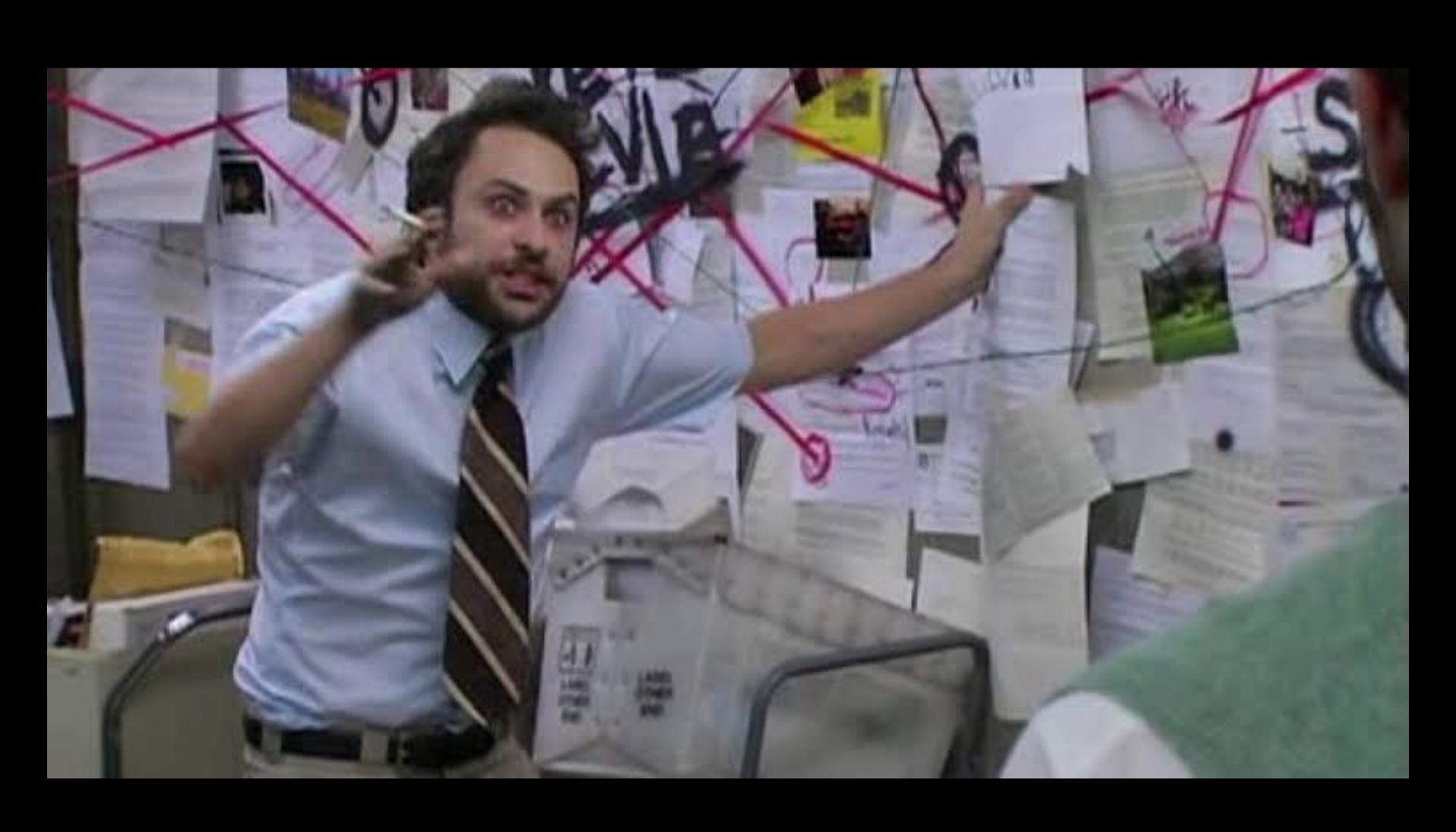
GodotVision Limitation #1 Documentation



GodotVision Limitation #2

only renders to volumes

