

## FactoryManager

- \_primitiveFactory
- \_cameraFactory
- \_materialLoader
- \_primitives
- \_camera

- + FactoryManager()
- + ~FactoryManager()
- + getPrimitiveFactory()
- + getCameraFactory()
- + initializeFactories()
- + createObjectsFromConfig()
- + getPrimitives()
- + getCamera()