

- fov

- target

- vpDirty

# faces\_can\_be\_quads # PI + RevolutionMesh()

+ ~RevolutionMesh()

+ generate\_vertices()

+ generate\_faces()

# camPos

# EXTRUDE\_TAG

+ ExtrudeMesh()

+ ~ExtrudeMesh()

+ generate\_faces()

+ log\_mesh\_info()

+ generate\_vertices()

+ are\_vertices\_coplanar()