

- fov

- far_plane

 vp_matrix - projDirty - viewDirty - vpDirty

+ Camera()

+ Camera()

+ get_fov()

+ is_dirty()

+ set_fov()

height

cam

planes

camPos

EXTRUDE_TAG

+ ExtrudeMesh()

+ ~ExtrudeMesh()

+ generate_faces()

+ log_mesh_info()

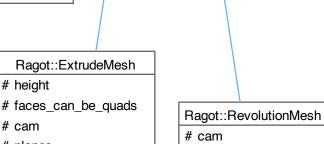
+ generate_vertices()

+ are_vertices_coplanar()

- target

Ragot::Transform

position



faces_can_be_quads # PI + RevolutionMesh()

+ ~RevolutionMesh() + generate_vertices()

+ generate_faces()