

- fov

- target

- vpDirty

Ragot::Transform

Ragot::RevolutionMesh # cam # faces\_can\_be\_quads

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# EXTRUDE\_TAG

+ ExtrudeMesh()

+ ~ExtrudeMesh()

+ generate\_faces()

+ log\_mesh\_info()

+ generate\_vertices()

+ are\_vertices\_coplanar()

# cam

# planes

# camPos

- # PI
- + RevolutionMesh()
- + ~RevolutionMesh() + generate\_vertices()

+ generate\_faces()