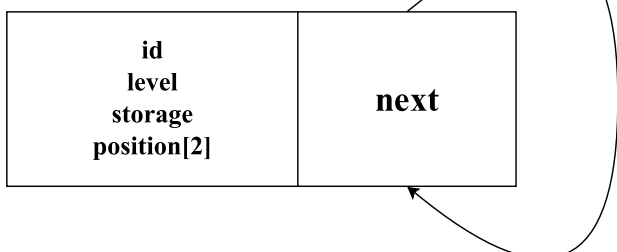


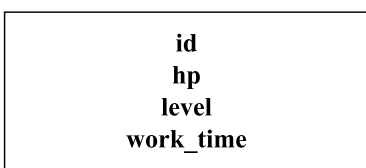
# MODELAGEM FÍSICA

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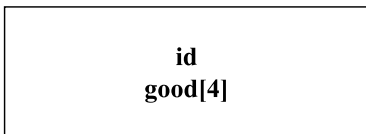
## struct build



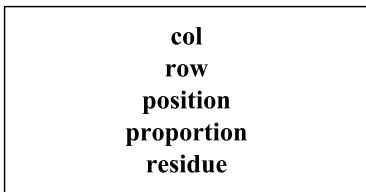
## struct fortress



## struct player



## struct scrll



## struct unity

