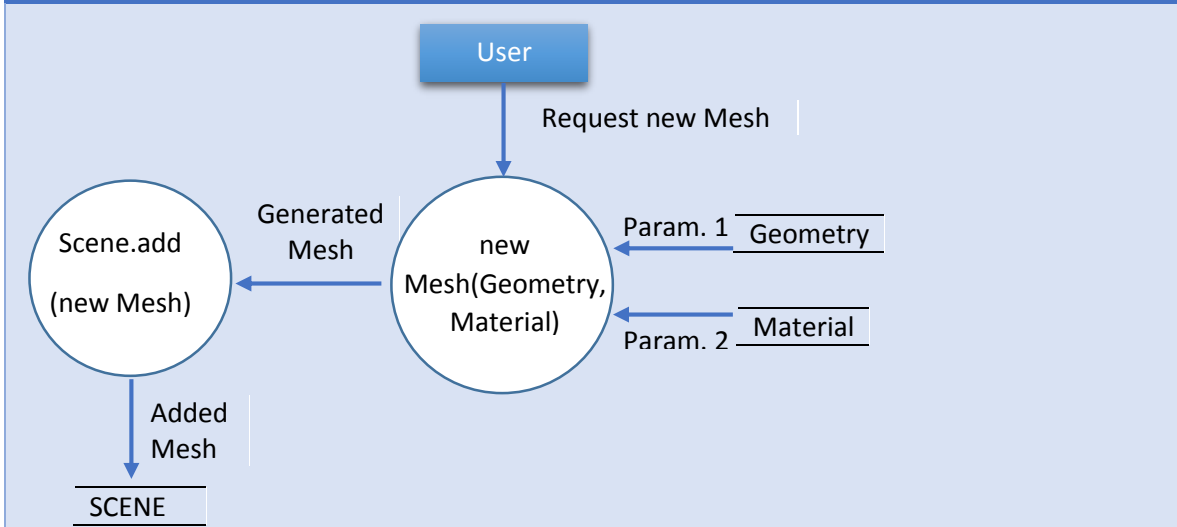
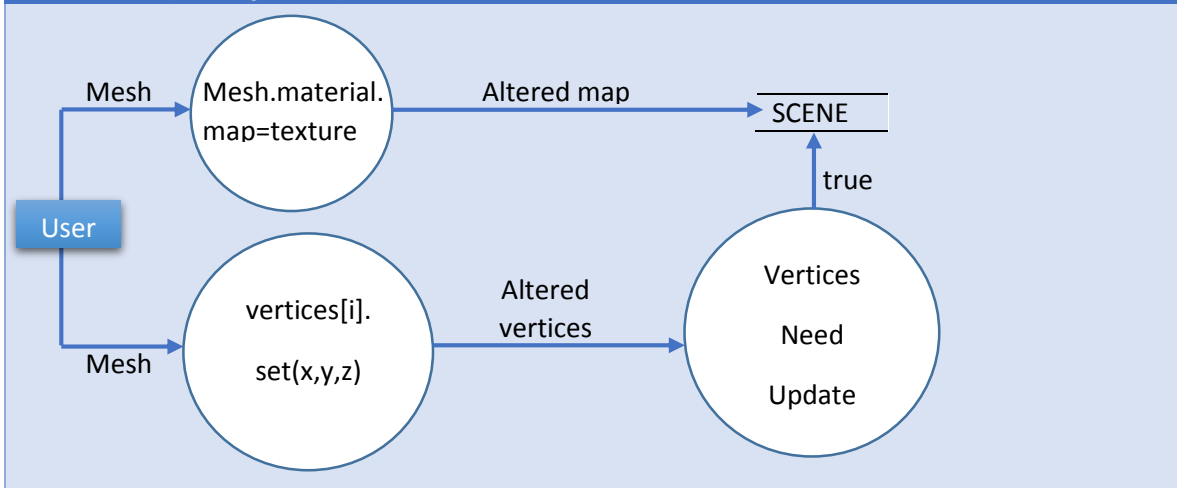


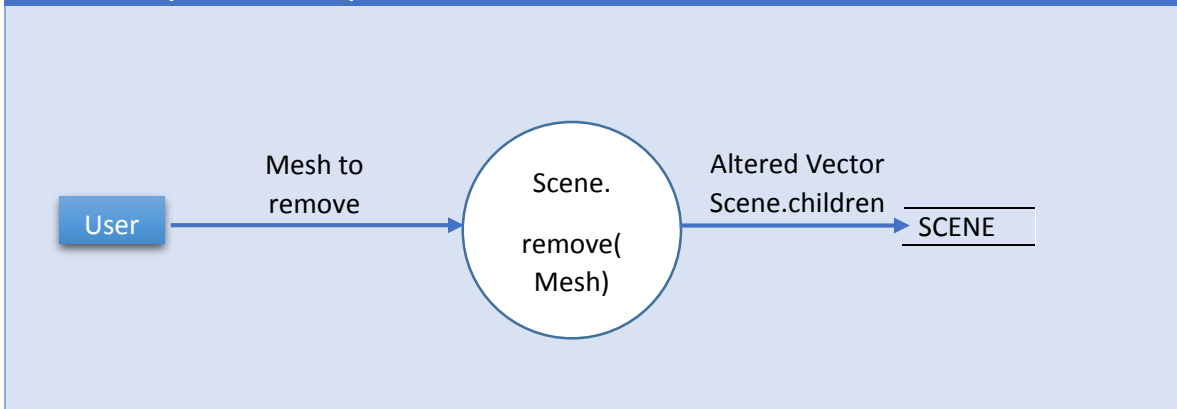
### Context 1.1 (Add Mesh)



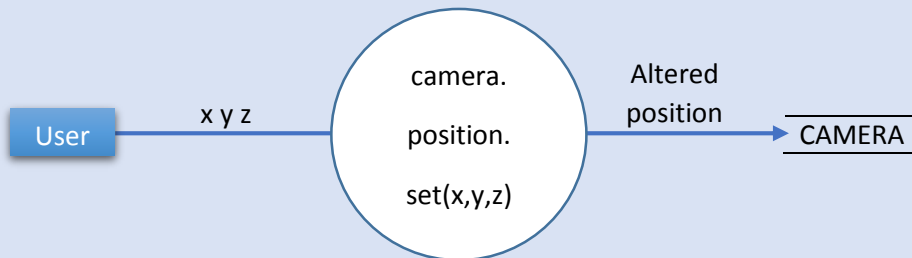
### Context 1.2 (Modify Mesh)



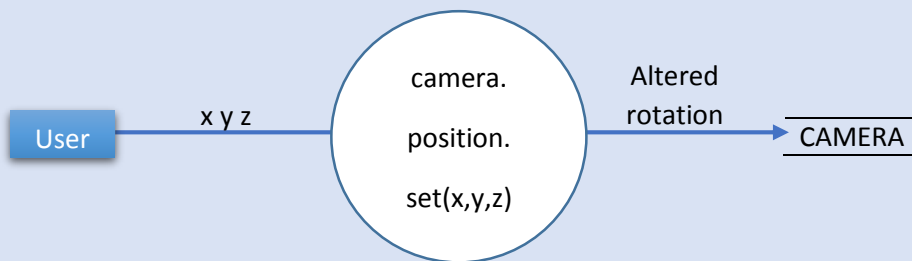
### Context 1.3 (Remove Mesh)



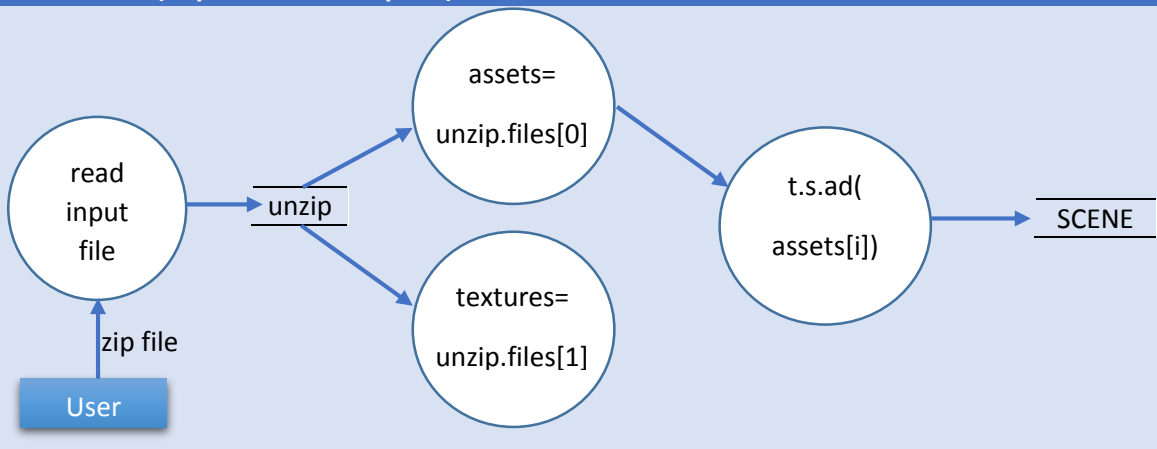
#### Context 1.4 (set position of camera)



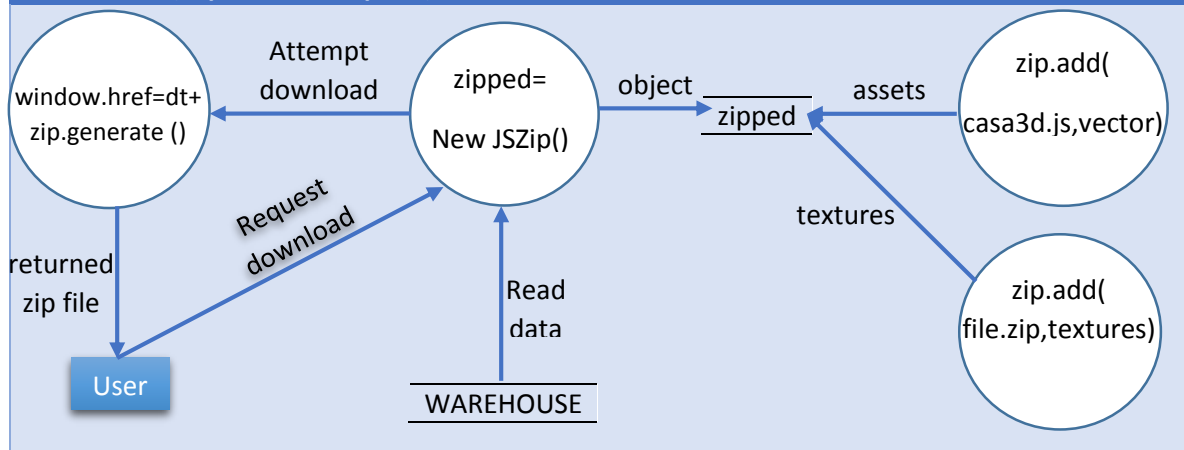
#### Context 1.5 (set rotation of camera)



#### Context 1.6 (import file from zip file)



### Context 1.7 (export file as zip file)



### Context 1.8 (render changes that either scene or camera's undergone)

