|  |
| --- |
| CAMERA |

|  |
| --- |
| Param. 2 |

|  |
| --- |
| X Y Z |

|  |
| --- |
| X Y Z |

|  |
| --- |
| Changings |

|  |
| --- |
| Key press |

|  |
| --- |
| Param. 1 |

|  |
| --- |
| Object |

|  |
| --- |
| Zip file House Assets |

|  |
| --- |
| WAREHOUSE |

|  |
| --- |
| Request download of house |

|  |
| --- |
| Object |

|  |
| --- |
| New Object |

|  |
| --- |
| House |

|  |
| --- |
| SCENE |

|  |
| --- |
| Mouse |

1.5 Position

1.6 Rotation

1.7 Export

1.1 Render

CANVAS

USER

1.3 Change

1.2 Add

1.4 Remove

1.8 Import

|  |
| --- |
| Context 1.1 (Renderer Render Changings/el rendidor vierte cambios/rinde cuentas) |

|  |
| --- |
| WAREHOUSE |

|  |
| --- |
| Actualiza Antigua Cámara/Escena con Δ |

CANVAS

1.1 Render

|  |
| --- |
| Compara diferencias entre Antiguo y Alterado (Δ) |

Altered

Altered

|  |
| --- |
| CAMERA |

|  |
| --- |
| SCENE |

|  |
| --- |
| Muestra la Cámara y Escena una vez Actualizadas |

|  |
| --- |
| Context 1.1 (Renderer Render Changings/el rendidor vierte cambios/rinde cuentas) |