**MODELO ENTIDAD-RELACION**

projects

SCENE

MESHES

renders

CAMERA

RENDERER

filled

**MODELO DIAGRAMA DE FLUJO DE DATOS**

|  |
| --- |
| Add, remove or modify |

User

Add new Mesh

|  |
| --- |
| Save Read previous data |

|  |
| --- |
| WAREHOUSE |

Set Rotation

Set Position

CANVAS

Renderer

|  |
| --- |
| Geometry |

|  |
| --- |
| Material |

|  |
| --- |
| SCENE |

|  |
| --- |
| CAMERA |

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

User