A11.2019.12373

Cube -> component = transform, cube(mesh filter), mesh renderer, box collider, default-material, add component.

Sphere -> component = transform, sphere(mesh filter), mesh renderer, sphere collider, default-material, add component.

Quad -> component = transform, quad(mesh filter), mesh renderer, mesh collider, default-material, add component.

Capsule -> component = transform, capsule(mesh filter), mesh renderer, capsule collider, default-material, add component.

Plane -> component = transform, plane(mesh filter), mesh renderer, mesh collider, default-material, add component.