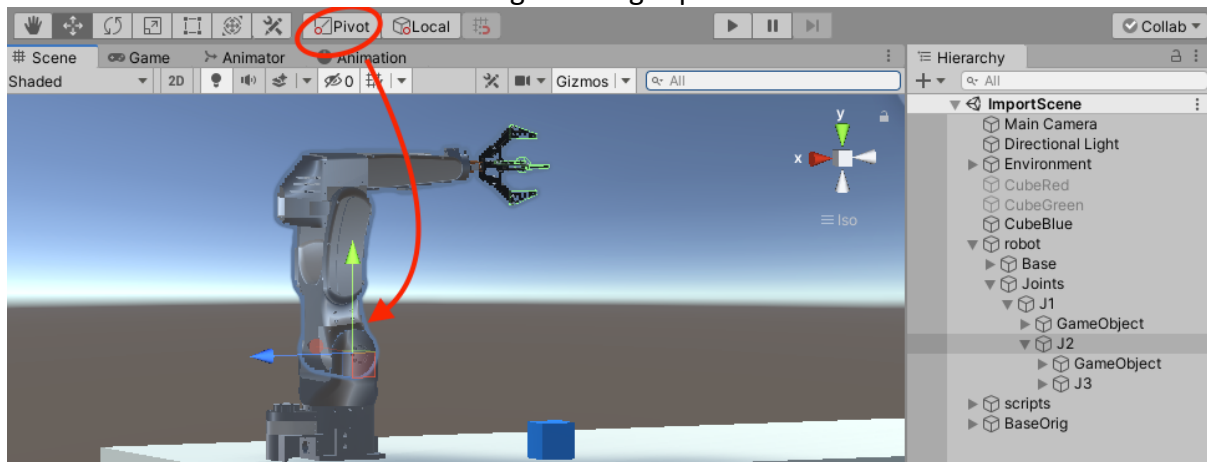


To see origin in a right place use Pivot in Unity

Origin in a right place



Origin not in a right place

