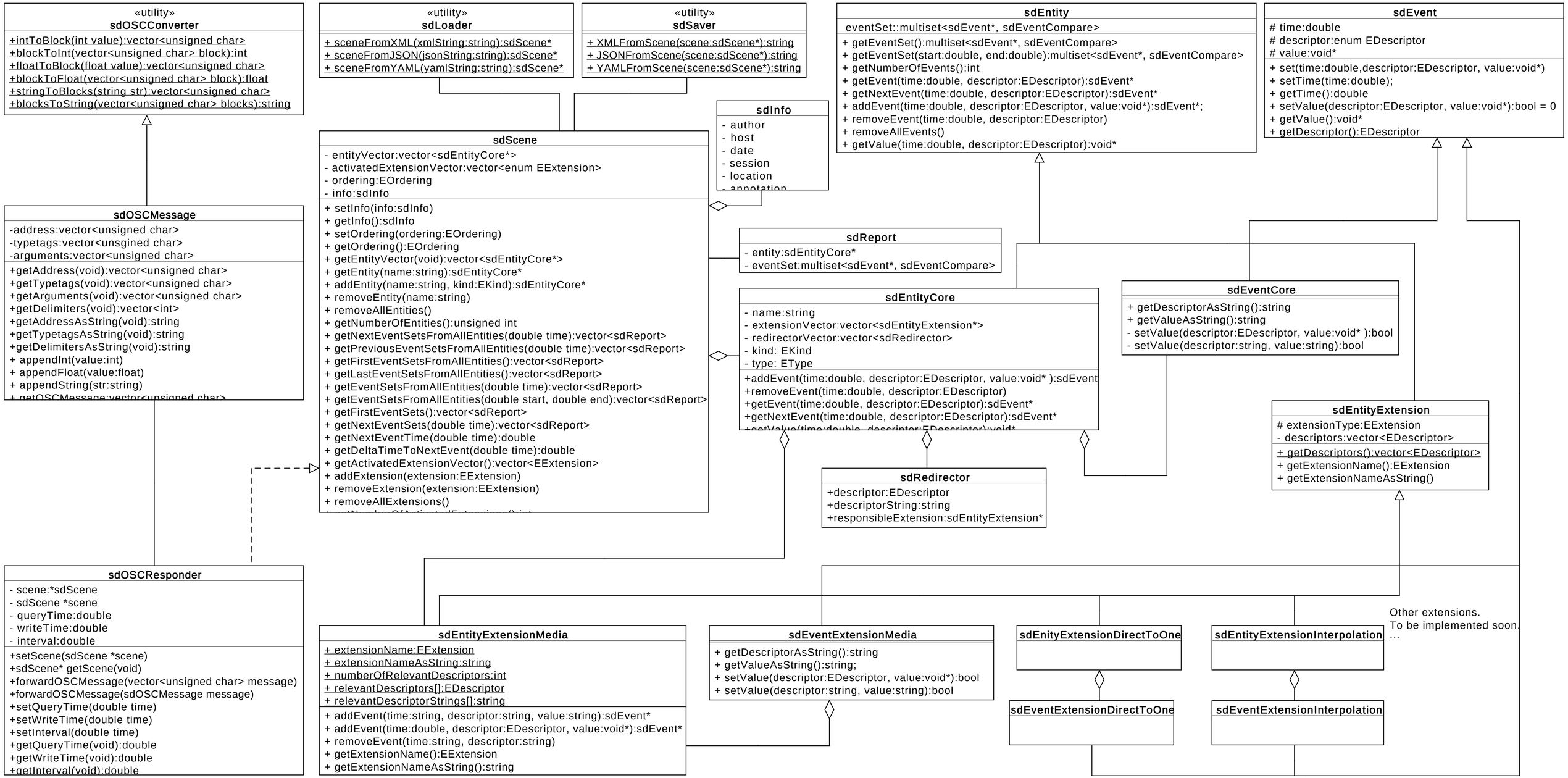Utility classes for storing and loading sdScene from/to formatted strings.