**Requirements**

Mesh

1. Vertex (position, normal, uv, tangents, Bi-tangents)
2. Material
   1. Texture

Morph animations

Cameras  
 Lights

**Header FILE**

1. int Mesh count
2. int Material count
3. int Light count
4. int Camera count

**Header Mesh**

1. int nrVertices
2. int nrFaceIndicies
3. int materialIndex
4. int nrMorph

**Body Mesh**

**Vertex[ nrVertices ]**

**MeshMorph[ nrMorph ]**

1. struct Vertex (Placed in FaceIndicies order)
   1. vector3 Pos
   2. vector3 Normal
   3. vector2 UV
   4. vector3 Tanget
   5. (Bi-tanget)
2. struct VertexMorph (Placed in FaceIndicies order)
   1. vector3 Pos
3. struct MeshMorph
   1. VertexMorph[ **nrVertices** ]
4. List<int> FaceIndicies

**Header Material**

1. int materialIndex
2. vector3 Color
3. string (name)Texture

**Header Light**

1. vector3 position
2. float range

**Header Camera**

1. vector3 position
2. vector3 rotation