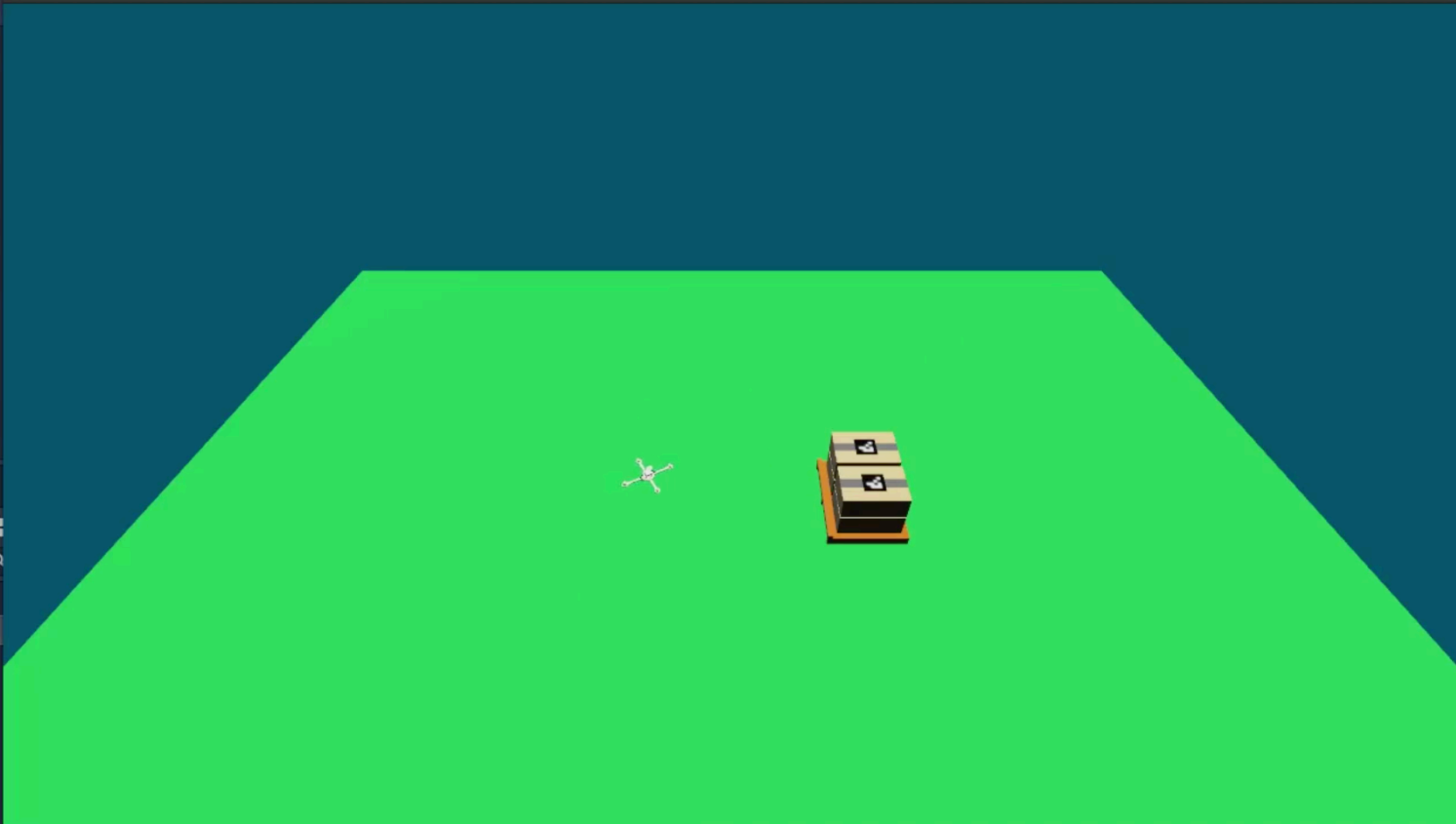


- floor
  - CollisionShape
  - DirectionalLight
  - MeshInstance
- Spatial
  - hummingbird
    - CollisionShape
    - Spatial
  - drone\_camera
- Control
  - ViewportContainer
    - Viewport
      - Label
- aruco\_on\_box

- ★ Favorites:
- res://
  - Assets
  - envs
  - imports
  - scripts
  - skies
  - visualizer
- icon.png
- Label.gd
- Level.tscn
- MyLibrary.gdnlb



OpenGL ES 3.0 Renderer: Mesa Intel(R) HD Graphics 1530 (SKL GT2)  
OpenGL ES Batching: ON