1. Set up Imgui window with the inspection variables.
2. Load model, extract position, uv coordinates and vertex normals.
3. Center of model and scaling factor???
4. Compute vertex normal by mean weight angles
5. Send data to Gpu by vbo, ebo and vao
6. Compile Shaders and link them.
7. Calculate the matrices. Send model, view and projection matrix to the shader
8. Bind VAO and Bind Shader.
9. Draw elements.