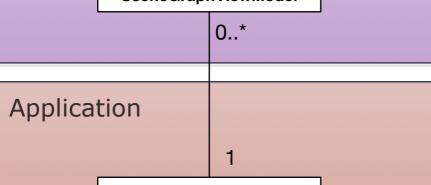


Graphical user interface (GUI)



SceneGraphController

Domain SceneModel