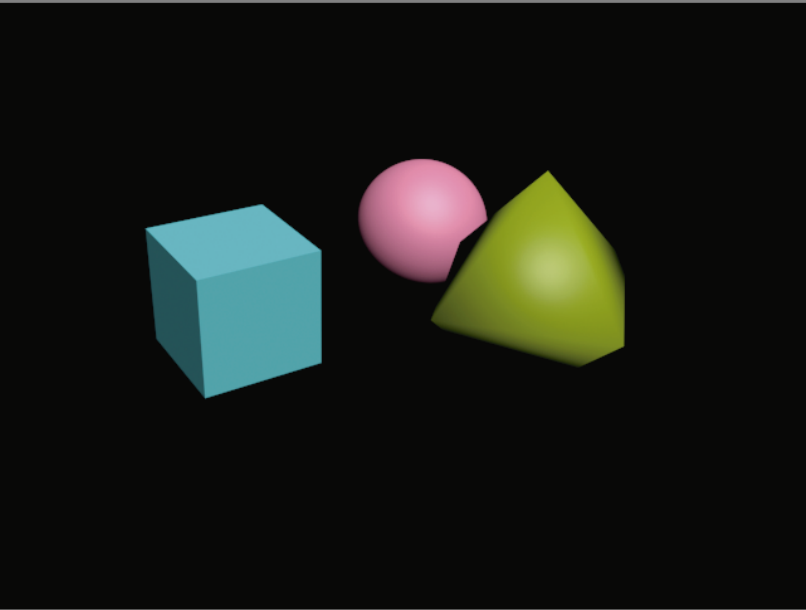


Perspective, frame 0, Display Gamma: 2.2, RGBA Color 16 Bits/Channel (1:1)

Area to Render: View Viewport: Quad 4...ective Render Preset: RGB Alpha

Render Production

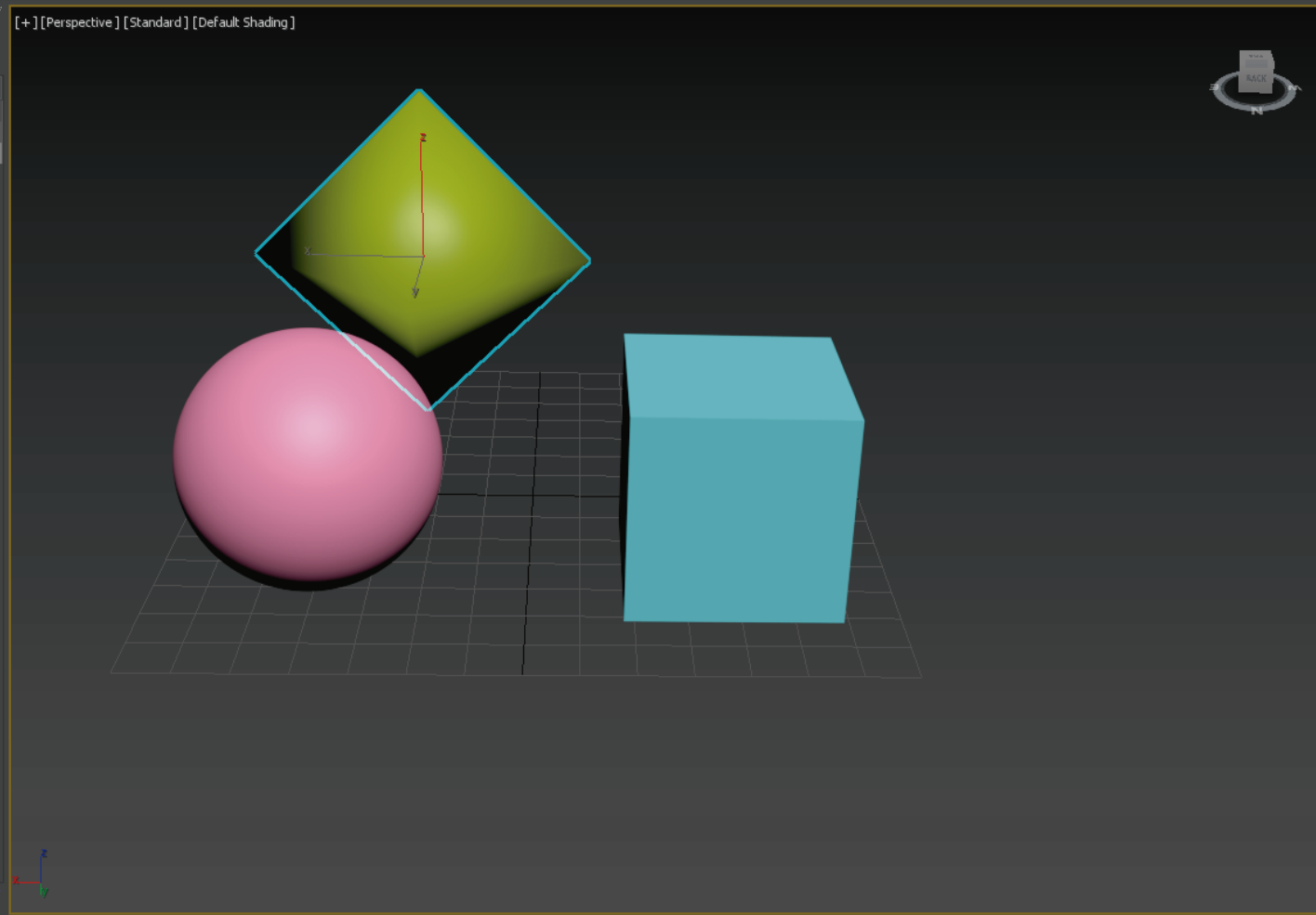


Select Display Edit Customize

Name (Sorted Ascending) Frozen

- Box001
- Sphere001
- Sphere002

Default



Standard Primitives

Object Type

- Box
- Cone
- Sphere
- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Sphere002

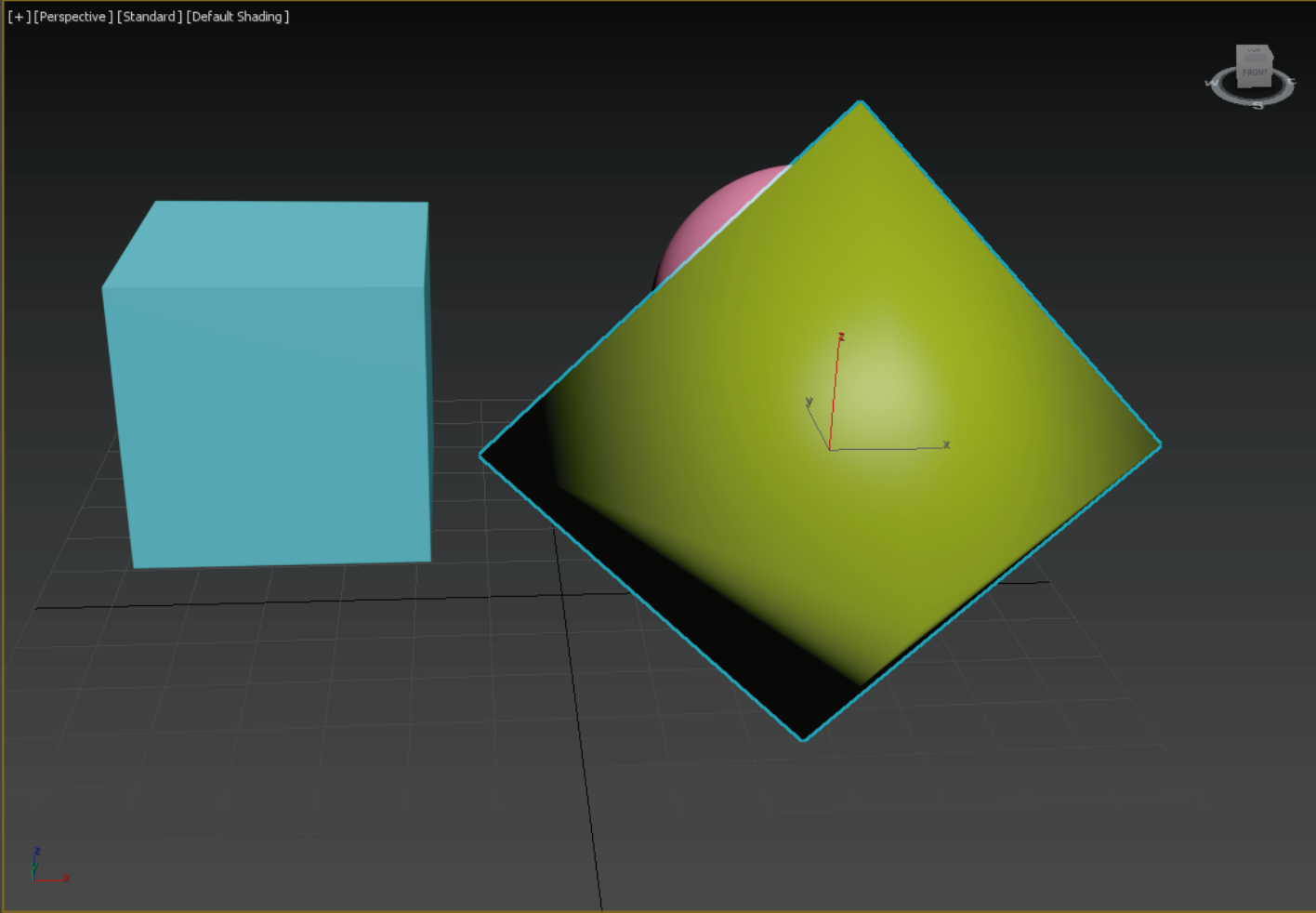


Modeling Freeform Selection Object Paint Populate Polygon Modeling

Select Display Edit Customize

Name (Sorted Ascending) Frozen

- Box001
- Sphere001
- Sphere002



Standard Primitives

Object Type

- Box
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- GeoSphere
- Cylinder
- Tube
- Torus
- Pyramid
- Teapot
- Plane
- TextPlus

Name and Color

Sphere002



1 Object Selected X: 59.741 Y: 36.547 Z: 0.0 Grid = 10.0