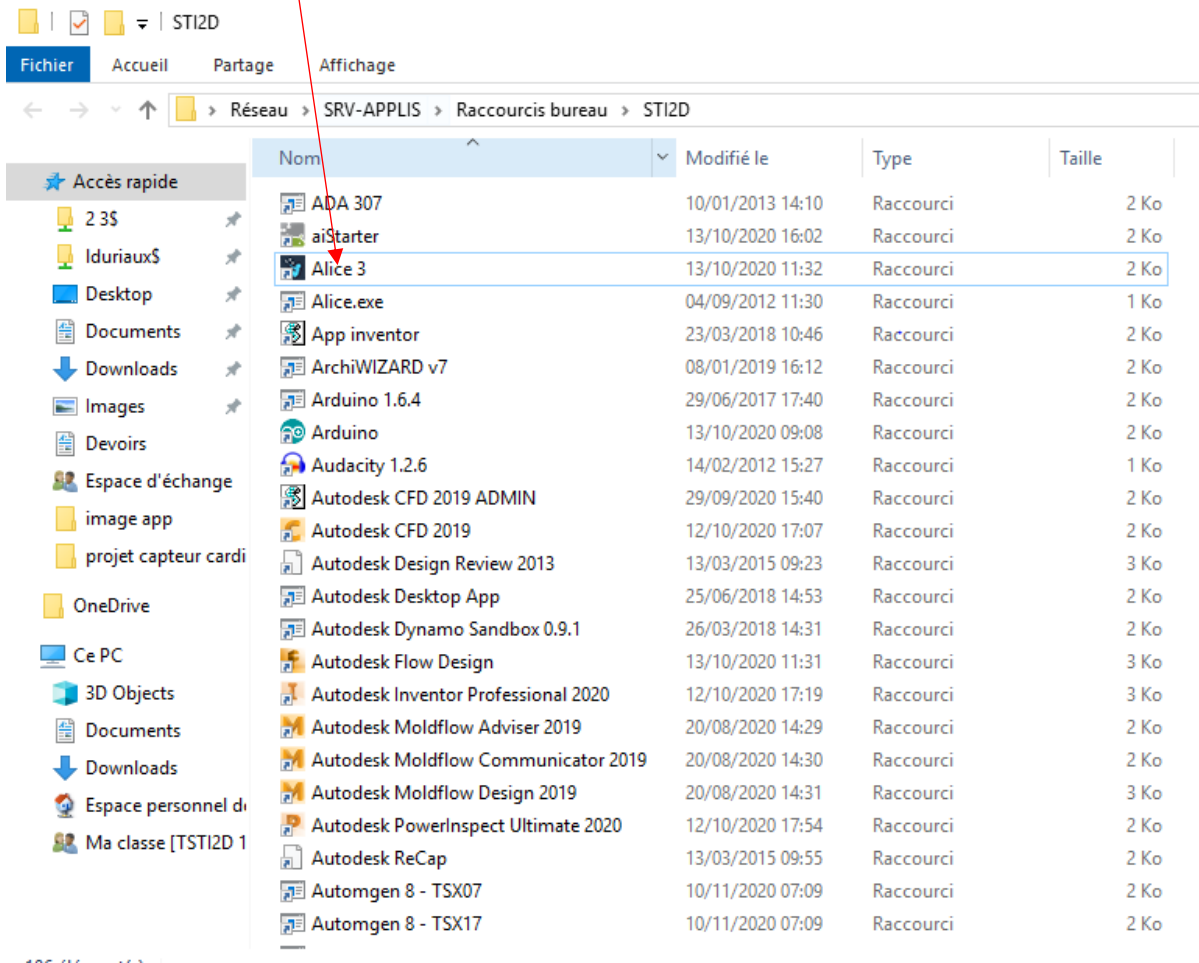
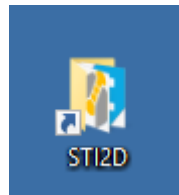
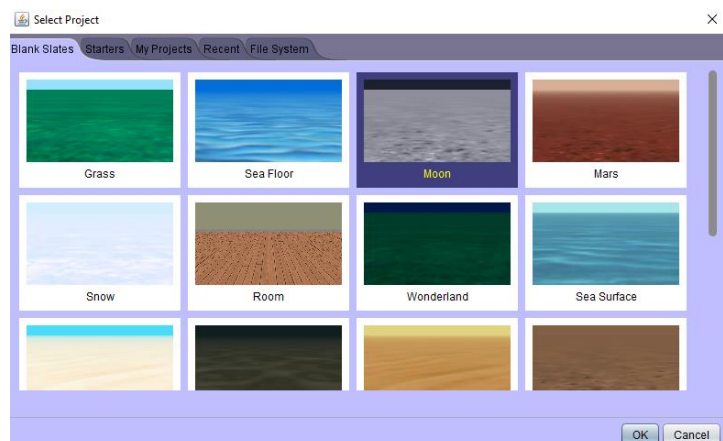


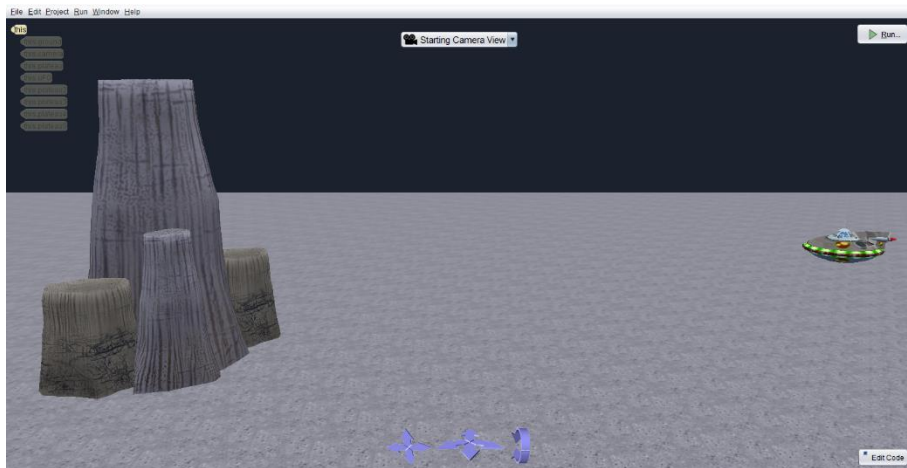
Tuto

To a first launch alice in a case STI2D



Choose moon and go to gallery by theme and select other space





place a mountain and spaceship
like that and



handle style: ☒ Default ☐ Rotation ☐ Move ☐ Resize

☐ use snap ☒ Snap details

this.longNeckSnail

one shots ▼

▼ this.longNeckSnail's Prop

LongNeckSnail longNeckSnail

Paint =

Opacity =

Vehicle =

Position = (x: 11.20, y: 50.50, z: 81.10)

Width: Height: Depth:

Show Joints: ☐

► Object Markers (0)

► Camera Markers (0)