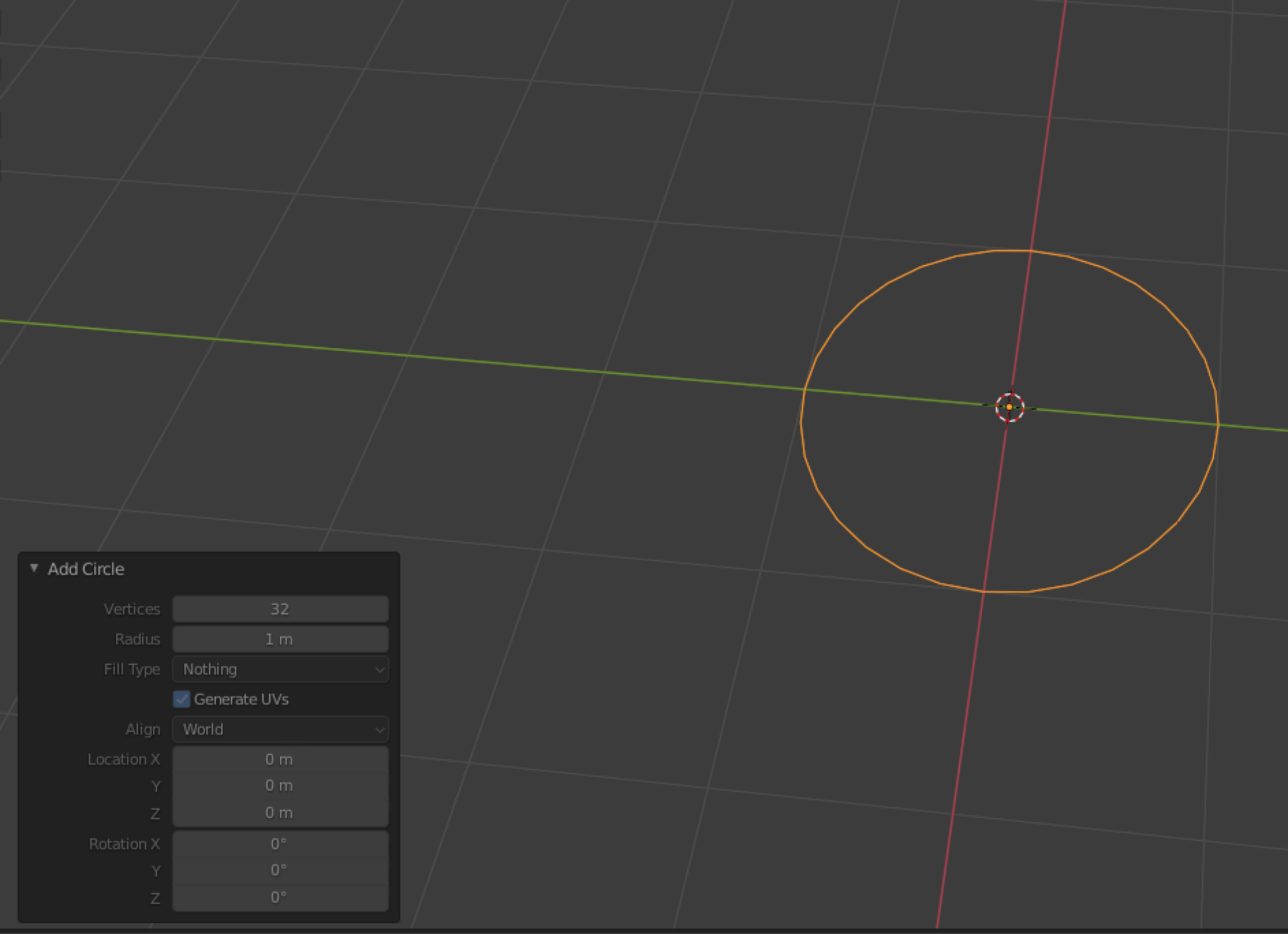




▼ Add Circle

Vertices

Radius

Fill Type

☒ Generate UVs

Align

Location X

Y

Z

Rotation X

Y

Z