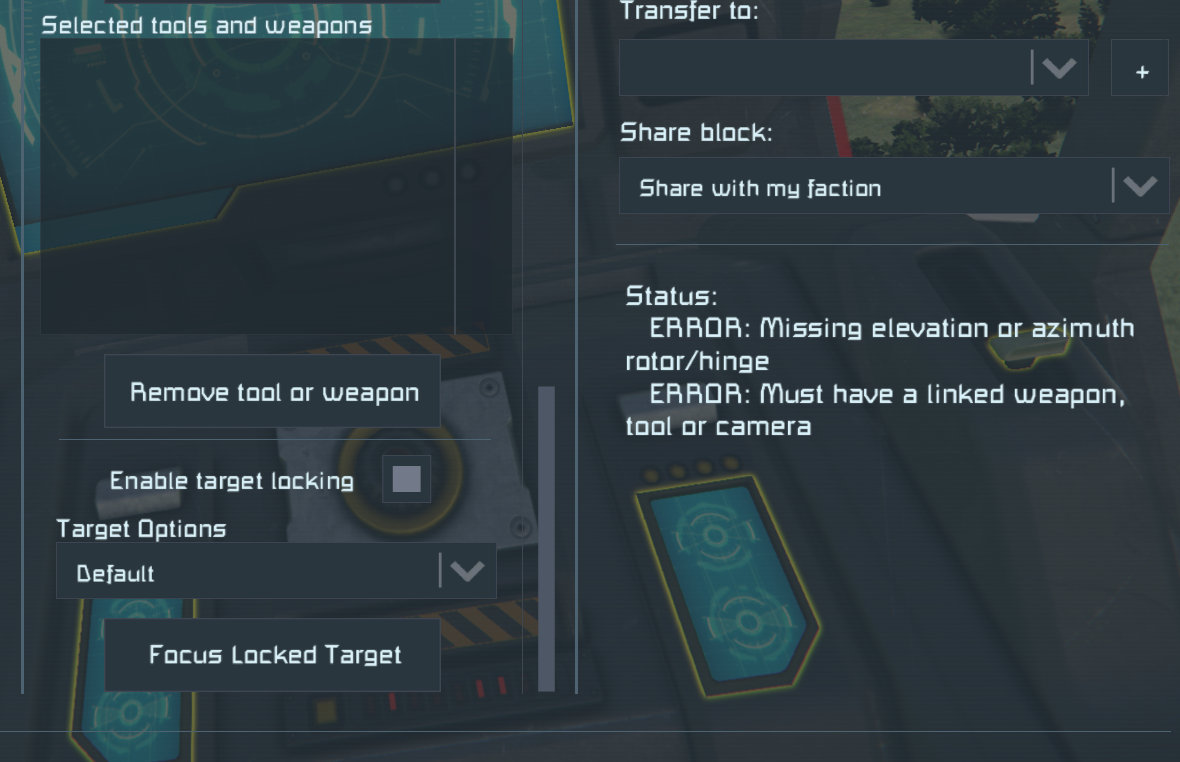
Before attaching any rotors or camera

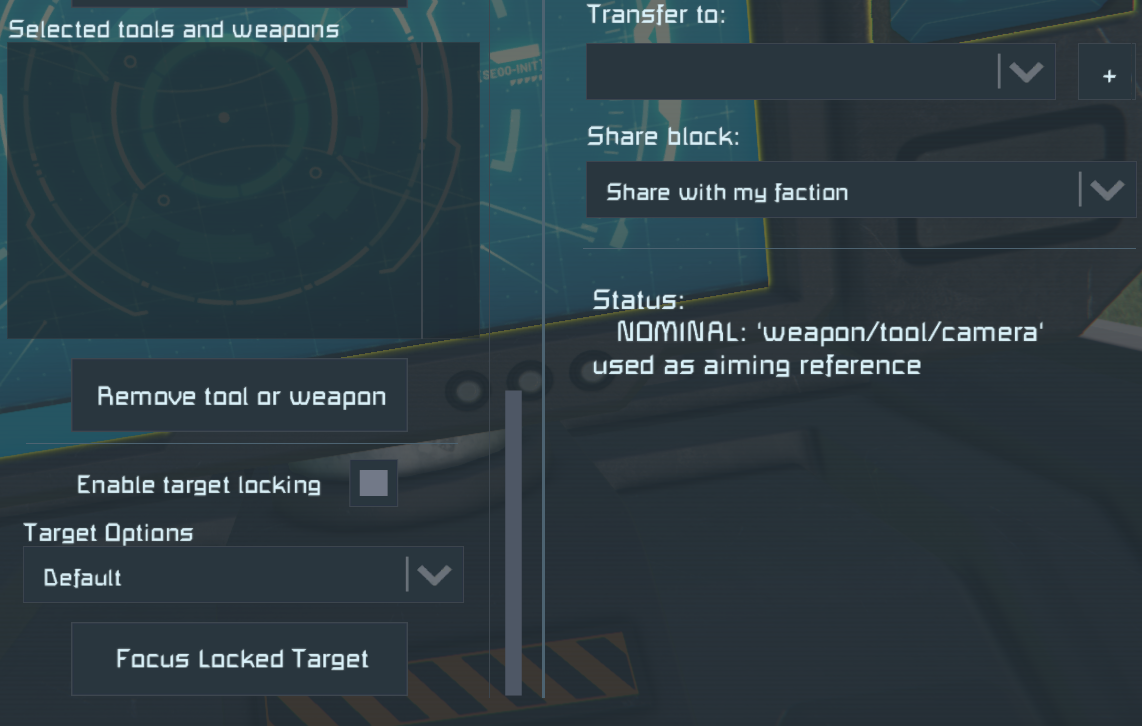


With Rotors assigned

A screenshot of a video game

Description automatically generated

With a random camera assigned



After changing assigned camera

Graphical user interface

Description automatically generated