Shapes

General Parameters:

- **Name**: Name of the shape.
- **Position**: Position of the shape in the world.
- **Rotation**: 3D Vector storing the shape rotation.
- **Scale**: 3D Vector storing the scale of the shape.

Shape Specific:

- **Create body**: will create a body out of the shape. Also works when multiple shapes are selected, thus creating a multishape body.
- **Detach from body**: the shape will be removed from the body it is part of.