

## RenderData

- + getSphereDepth()
- + getColorMap()
- + getPointsAsVector()
- + getPoints()
- + getTriangleVerticesAtCurrentDepth()
- + getSphereDepthData()
- + setSphereDepth()
- + setColorMap()
- + loadPointsFromFile()
- + getMaxCalculatedDepth()
- + getInstance()