```
RenderData

    points

- spheres
- currentSphereDepth
- colorMap
+ getColorsForTriangles()
+ getPointsAsVector()
+ getVerticesAtCurrentDepth()
+ setSphereDepth()
+ setColorMap()
+ loadPointsFromFile()
                                           - instance
+ getInstance()
- RenderData()
- RenderData()
- generateIcosahedronAtDepthZero()
- calculateNextSubdivision()
filterPointsForTriangle()
getTransformationMatrix()
- insertTriangleIntoVertices
```

Vector()
- normalize()

- pointInFirstQuadrantAfter

Transformation()