```
RenderData

    points

- spheres
- sphereBorderVertices
- currentSphereDepth
- colorMap
+ getColorsForTriangles()
+ getPointsAsVector()
+ getVerticesAtCurrentDepth()
+ setSphereDepth()
+ setColorMap()

    instance

+ loadPointsFromFile()
+ getInstance()
- RenderData()
- RenderData()
generateIcosahedronAtDepthZero()
- calculateNextSubdivision()
getTransformationMatrix()
- pointInFirstQuadrantAfter
Transformation()
- insertTriangleIntoVertices
Vector()
```

- filterPointsForTriangle()

normalize()