

SphereDepthData

- depth
- vertices
- pointsPerTriangle
- maxPointsPerTriangle

- + SphereDepthData()
- + SphereDepthData()
- + getDepth()
- + getMaxPointsPerTriangle()
- + getPointsPerTriangle()
- + getVertices()
- + isEmpty()
- + setVertices()
- + setPointsPerTriangle()
- updateMaxPointsPerTriangle()