```
Color
- r
- g
- b
+ Color()
+ Color()

    + Color()

+ Color()
+ getRed()
 + setRed()
+ getGreen()
+ setGreen()
+ getBlue()
+ setBlue()
+ setGray()
+ operator*()
+ operator+=()
          -ka
         -ks
         -kd
    Material
  - ns
  - ni
  - d
  + Material()
  + Material()
  + getKa()
  + setKa(̈)
  + getKd()
  + setKd()
  + getKs()
  + setKs()
  + getNs()
  + setNs()
  + getNi()
  + setNi()
  + getD()
  + setD()
          -material
     Mesh

    vertices

    triangles

+ Mesh()
+ getVertices()
+ setVertices()
+ getTriangles()
+ setTriangles()
+ getMaterial()
```

+ setMaterial()+ transform()