```
objl::Vector3
+ X
+ Y
+ Vector3()
+ Vector3()
+ operator==()
+ operator!=()
+ operator+()
+ operator-()
+ operator*()
        +Kd
       +Ka
       +Ks
obil::Material
+ name
 + Ns
+ Ni
 + illum
+ map Ka
+ map Kd
+ map Ks
+ map_Ns
+ map d
+ map bump
```

+ Material()