```
SceneObject
# position
+ SceneObject()
+ SceneObject()
+ ~SceneObject()
+ getPosition()
+ setPosition()
+ draw()
+ transform()
+ isCamera()
+ isLight()
      Model

    mesh

  + Model()
  + Model()
  + ~Model()
  + draw()
  + transform()
  + isCamera()
  + isLight()
  + getMesh()
  + setMesh()
```