```
Vector3< float >
- xc
- yc
- zc
+ Vector3()
+ Vector3()
+ x()
+ setX()
+ y()
+ setY()
+ z()
+ setZ()
+ length()
+ operator+=()
+ operator-=()
+ operator*=()
+ operator+()
+ operator-()
+ operator-()
+ operator*()
+ operator==()
+ normalized()
+ dot()
+ cross()
                   #position
                                            Matrix< 4, 4, float >
                                            - m
                   SceneObject
                                            + Matrix()
                                            + Matrix()
                                            + operator()()
                                            + operator()()
                + SceneObject()
                                            + isIdentity()
                + SceneObject()
                                            + setToIdentity()
   #lookAt
                + ~SceneObject()
                                            + fill()
     #up
                + getPosition()
                                            + transposed()
                + setPosition()
                                            + operator+=()
                + draw()
                                            + operator-=()
                + transform()
                                            + operator*=()
                + isCamera()
                                            + operator/=()
                + isLight()
                                            + operator==()
                                            + operator!=()

    + data()

                                            + data()
                                            #viewMatrix
                                         #projectionMatrix
                     Camera
              + Camera()
              + draw()
+ transform()
              + isCamera()
              + isLight()
              + setPosition()
              + getLookAt()
              + setLookAt()
              + getEyeVector()
+ getPVMatrix()
              + getPMatrix()
              + getVMatrix()
              # updateViewMatrix()
```