```
SceneObject
 # position
 + SceneObject()
 + SceneObject()
 + ~SceneObject()
 + getPosition()
 + setPosition()
 + draw()
 + transform()
 + isCamera()
 + isLight()
      Camera
# lookAt
# up
# viewMatrix
# projectionMatrix
+ Camera()
+ draw()
+ transform()
+ isCamera()
+ isLight()
+ setPosition()
+ getLookAt()
+ setLookAt()
+ getEyeVector()
+ getPVMatrix()
+ getPMatrix()
+ getVMatrix()
# updateViewMatrix()
```