**c3context**
Keeps track of a root c3object, possible multiple views, and also stores texture pixels and shader programs

**c3gl**
OpenGL/ES layer to render libc3 geometry

**c3object**
Anchor point that holds optional transform matrices, other sub-c3objects and c3geometries

**c3stl**
Loads ASCII STL model files and generates corresponding c3object.

**c3context_view**
Keep tracks of a scene point of view, used for the eye(s), and the light(s)

**c3cairo**
Maps a Cairo image surface to a c3texture - Optional.

**c3transform**
Holds a matrix to be applies to a c3object and it's descendants

**c3camera**
Keeps an 'eye' point, a 'lookat' point the related vectors, and a transform matrix

**c3texture**
Provides a geometry to render a c3pixel (and anonymous texture)

**c3geometry**
Contains the real drawing data, vertices, tex coordinates, normals and a material.

**c3lines**
Converts segments into a textured triangle mesh for wide, antialiasied lines

**c3sphere**
Creares geometry for a sphere with texture coordinaes&normals

**c3indice**
Array of indices into the other arrays

**c3vertex**
Array of X,Y,Z coordinates, with associated buffer object

**c3normal**
Array of normals with associated buffer object

**c3tex**
Array of texture coordinates with associated buffer object

**c3mat**
Geometry material related data ie color, texture, program.

**c3pixels**
Basic description of a pixmap to be loaded as a texture.

**c3color**
Base RGBA float color

**c3program**
Holds a vertex/fragment/... program, also parses them for uniform/parameters

libc3 - http://github.com/buserror-uk/libc3 - Lightweight C Scene Graph Library - Data Structure Flowchart