```
basicOpticalModel
+ m bufferOutput
+ m width
+ m_height
+ m interop
+ basicOpticalModel()
+ ~basicOpticalModel()
+ InitOpenGL()
+ Render()
+ BindBuffer()
+ UpdateOpticalBuffer()
+ Reshape()
+ SetDim()
+ GetOutput()
+ GetWidth()
+ GetHeight()
+ SetBufferSize()
     opticalModel
+ glsl
# m pboOutputBuffer
+ opticalModel()
+ ~opticalModel()
+ InitOpenGL()
+ Render()
+ BindBuffer()
+ UpdateOpticalBuffer()
+ Reshape()
+ Modified()
```