```
Vector3
  + x
  + y
  + z
  + Vector3()
  + operator+()
  + operator-()
  + operator*()
  + operator*=()
  + operator/()
  + operator==()
  + operator+=()
  + magnitude()
  + normalized()
  + dot()
  + cross()
  + toString()
          +color
 LightComponent
+ type
```

+ intensity

+ LightComponent()