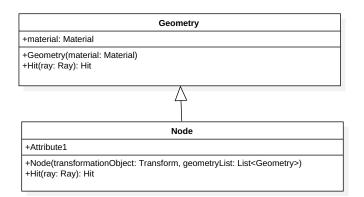
Model::Main

+m: Mat4x4
+i: Mat4x4
+Transform()
-Transform(m: Mat4x4, i: Mat4x4)
-translation(point: Point3): Transform
+rescale(x: Double, y: Double, z: Double): Transform
+rotationOnX(phi: Double): Transform
+rotationOnY(phi: Double): Transform
+rotationOnZ(phi: Double): Transform
+multiplicate(ray: Ray): Ray
+multiplicate(normal: Normal3): Normal3



Mat4x4 +m11: double +m12: double +m13: double +m14: double +m21: double +m22: double +m23: double +m24: double +m31: double +m32: double +m33: double +m34: double +m41: double +m42: double +m43: double +m44: double +det: double +Mat4x4(m11: double, m12: double, m13: double, m14: double, m14: double, m21: double, m22: double, m23: double, m23: double, m31: double, m33: double, m33: double, m34: double, m34: double, m41: double, m42: double, m43: double, m43: double, m43: double, m44: doubl +mul(m: Mat4x4): Mat4x4 +transpose(): Mat4x4 +mul(v: Vector3): Vector3 +mul(p: Point3): Point3