```
Engine::Components
::Objects::VertexObject
+ Material
# attribute id
# _ld
# VAO
# VBO
# Dimensions
# Size
# object id
+ VertexObject()
+ ~VertexObject()
+ Draw()
# Add()
Engine::Objects::Object
+ ModelMatrix
+ Object()
+ Object()
+ ~Object()
         Light
       + Color
       + fColor
       + Position
       + Power
      + Light()
       + ~Light()
       + Use()
```