```
RayLib::IAsset
    + IAsset()
    + ~IAsset()
    + IAsset()
    + operator=()
    RayLib::Model
 fileName
+ Model()
+ Model()
+ Model()
+ ~Model()

    model

+ Draw()
+ DrawEx()
+ SetMaterialTexture()
+ SetMaterialShader()
+ GetModel()
+ GetFileName()
+ RotateModel()
```