ec::Transform3D

m_up
m_position
m_forwardVector
m_scale

+ Transform3D()
+ ~Transform3D()
+ updateLocalMat()
+ getLocalPosition()
+ getUpVector()
+ getForwardVector()
+ getLocalMat()
+ setLocalMat()
+ getTranslation()
+ getTranslationX()
and 39 more...

ec::Node

m_parent
m_children
m_drawables

+ Node()
+ ~Node()
+ render()
+ updateGlobalMatrices()
+ getGlobalMat()
+ getGlobalPosition()
+ getParent()
+ addChild()
+ removeChild()
+ removeChildren()
and 6 more...

ec::Light

m_color
m_intensity
m_type

+ ~Light()
+ setColor()
+ setColor()
+ getColor()
+ setIntensity()
+ getIntensity()
# Light()

ec::DirectionalLight

+ DirectionalLight()
+ ~DirectionalLight()
+ getDirection()