```
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()
            Λ
     ec::OmniLight
     + OmniLight()
     + ~OmniLight()
```