```
ec::IGeometryAccess
```

```
+ ~IGeometryAccess()
+ render()
# beginRender()
# onRender()
# endRender()
# IGeometryAccess()
```

```
ec::Geometry
```

```
# m_data
```

```
+ ~Geometry()
+ recalculateNormals()
+ getVao()
+ getVbo()
+ getEbo()
# Geometry()
# beginRender()
# onRender()
# endRender()
# setMode()
# setType()
```

```
ec::StaticGeometry
```

```
+ ~StaticGeometry()
# setupMesh()
# StaticGeometry()
```

```
ec::RectangleGeometry
```

```
+ RectangleGeometry()
+ RectangleGeometry()
+ ~RectangleGeometry()
+ init()
+ getWidth()
+ getHeight()
```