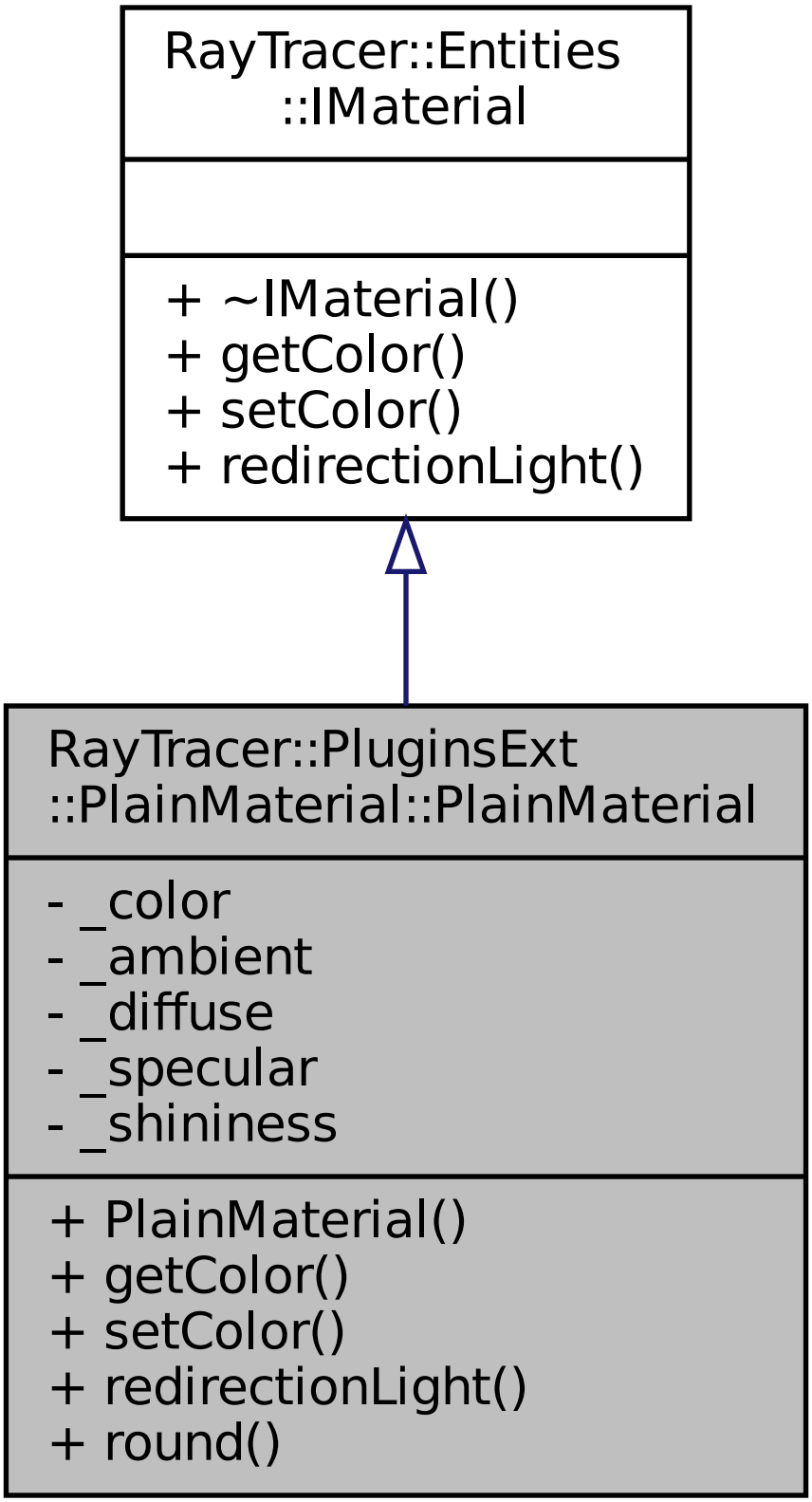
RayTracer::Entities
::IMaterial
+ ~IMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
RayTracer::PluginsExt
::PlainMaterial::PlainMaterial
- _color
- _ambient
- _diffuse
- _specular
- _shininess
+ PlainMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
+ round()