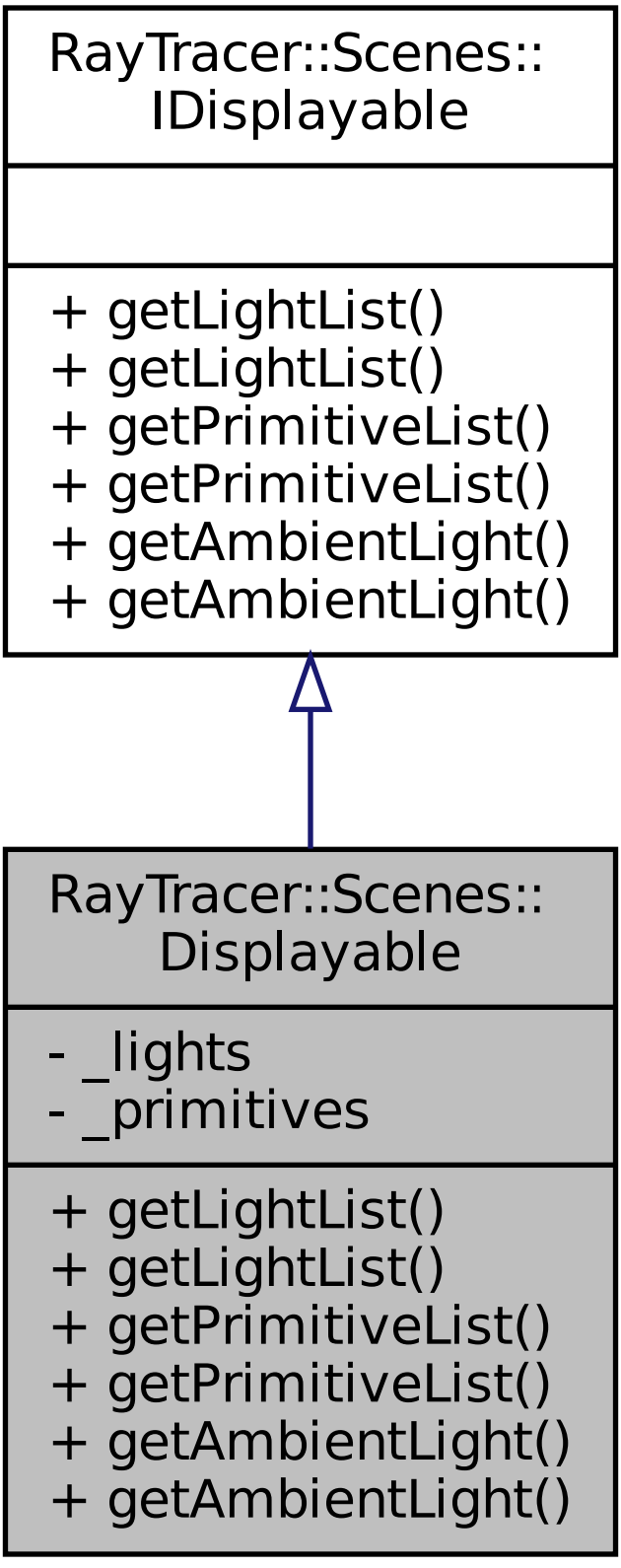
RayTracer::Scenes::
IDisplayable
+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
+ getAmbientLight()
RayTracer::Scenes::
Displayable
- _lights
- _primitives
+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
+ getAmbientLight()