```
RayTracer::Entities
         ::IMaterial
    + ~IMaterial()
    + getColor()
    + setColor()
    + redirectionLight()
RayTracer::PluginsExt
::Transparency::Transparency
          Material
  color
  ambient
  diffuse
 specular
  shininess
  transparency
+ TransparencyMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
getNextColor()
```