```
RayTracer::Entities
            :: IMaterial
       + ~IMaterial()
       + getColor()
       + setColor()
       + redirectionLight()
RayTracer::PluginsExt
::ChessBoard::ChessBoardMaterial
  ambient
 diffuse
```

_specular _shininess _pair _impair _size

+ getColor() + setColor()

+ ChessBoardMaterial()

+ redirectionLight()