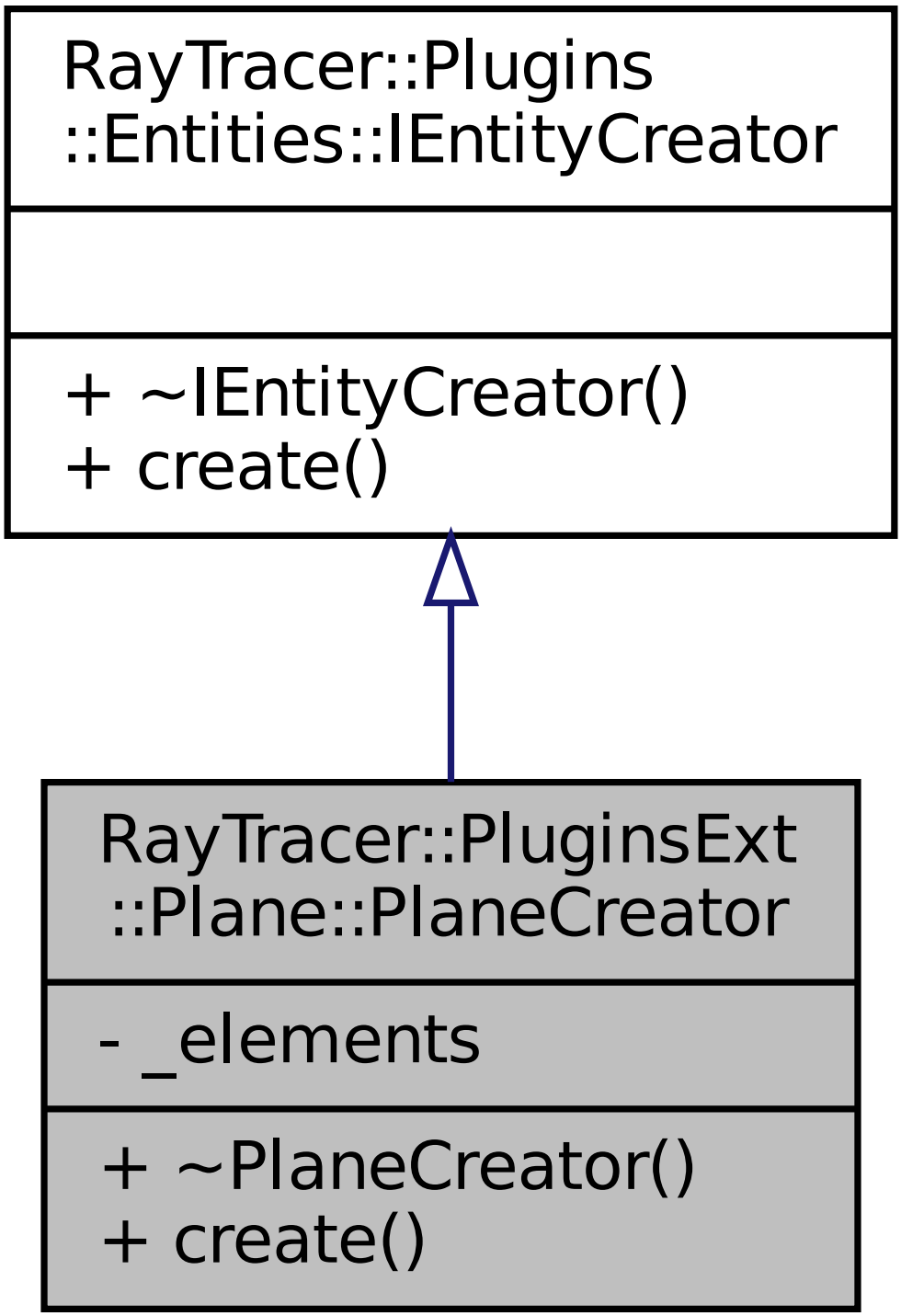
RayTracer::Plugins
::Entities::IEntityCreator
+ ~IEntityCreator()
+ create()
RayTracer::PluginsExt
::Plane::PlaneCreator
- _elements
+ ~PlaneCreator()
+ create()