```
RayTracer::Entities
         :: IMaterial
    + ~IMaterial()
    + getColor()
    + setColor()
    + redirectionLight()
RayTracer::PluginsExt
::PlainMaterial::PlainMaterial
 color
ambient

 diffuse

 specular
 shininess
+ PlainMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
+ round()
```