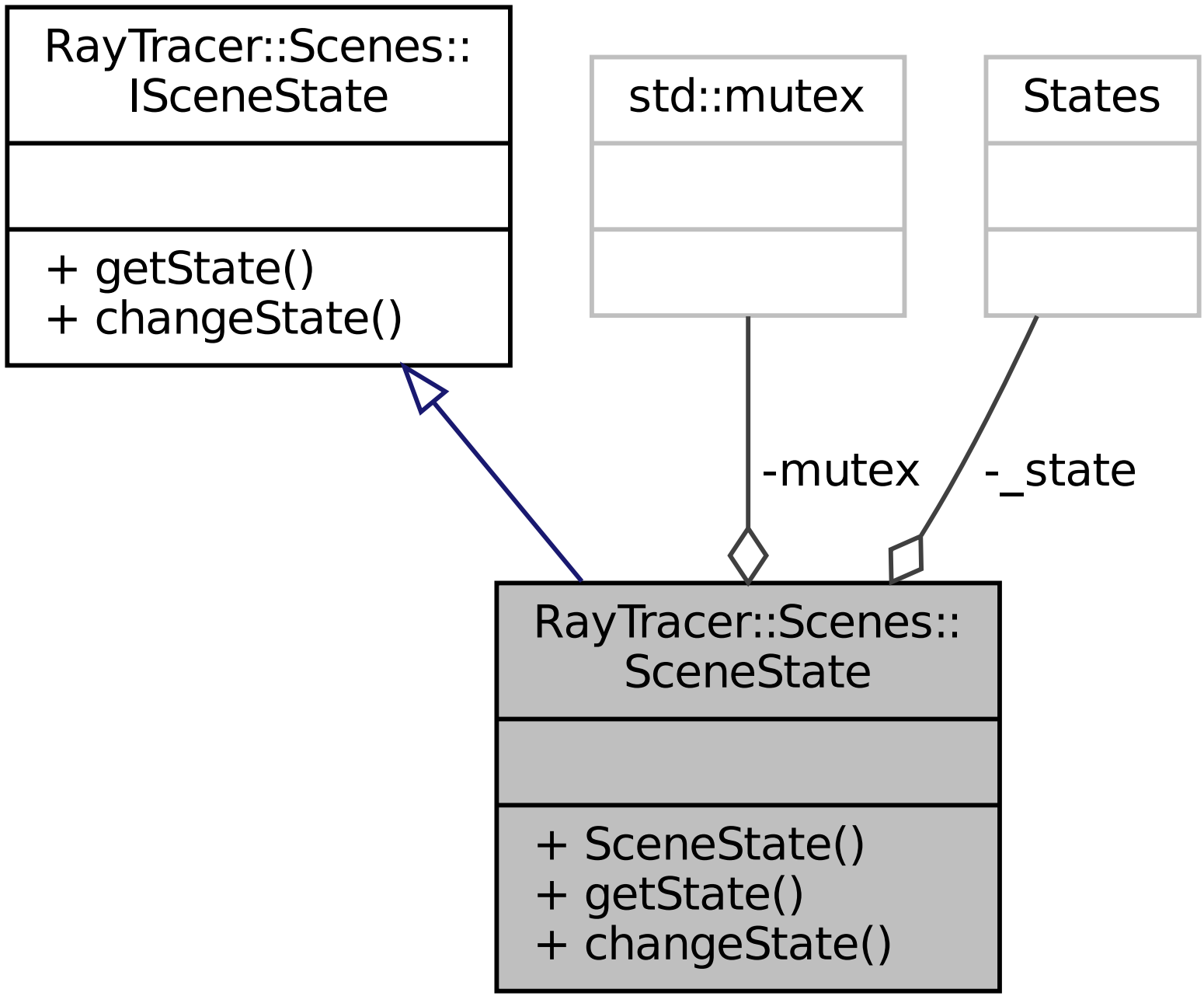
RayTracer::Scenes::
ISceneState
+ getState()
+ changeState()
std::mutex
States
-mutex
-_state
RayTracer::Scenes::
SceneState
+ SceneState()
+ getState()
+ changeState()