RayTracer::Plugins
::PluginLoader< Handler,
    Interface, Factory >

_directory

+ PluginLoader()
+ load()

< EntityHandler, RayTracer
::Entities::IEntity, Factories
    ::EntityFactory >

RayTracer::Plugins
::PluginLoader< EntityHandler,
 RayTracer::Entities::IEntity,
    Factories::EntityFactory >

_directory

+ PluginLoader()
+ load()

RayTracer::Plugins
::Entities::EntityLoader

- _directory

+ EntityLoader()
+ loadEntities()