```
float
```

Engine3D::Point3d

+ Point3d()
+ Point3d()
+ operator-()
+ operator+()
+ operator*()
+ cross()
+ dot()
+ normalize()

+x
+y
+z

-angleX
-angleY
-angleZ
-sizeX
-sizeY
-sizeZ

-center

Engine3D::Pave3d

+ Pave3d()
+ setRotation()
+ getTriangles()
- rotatePoint()