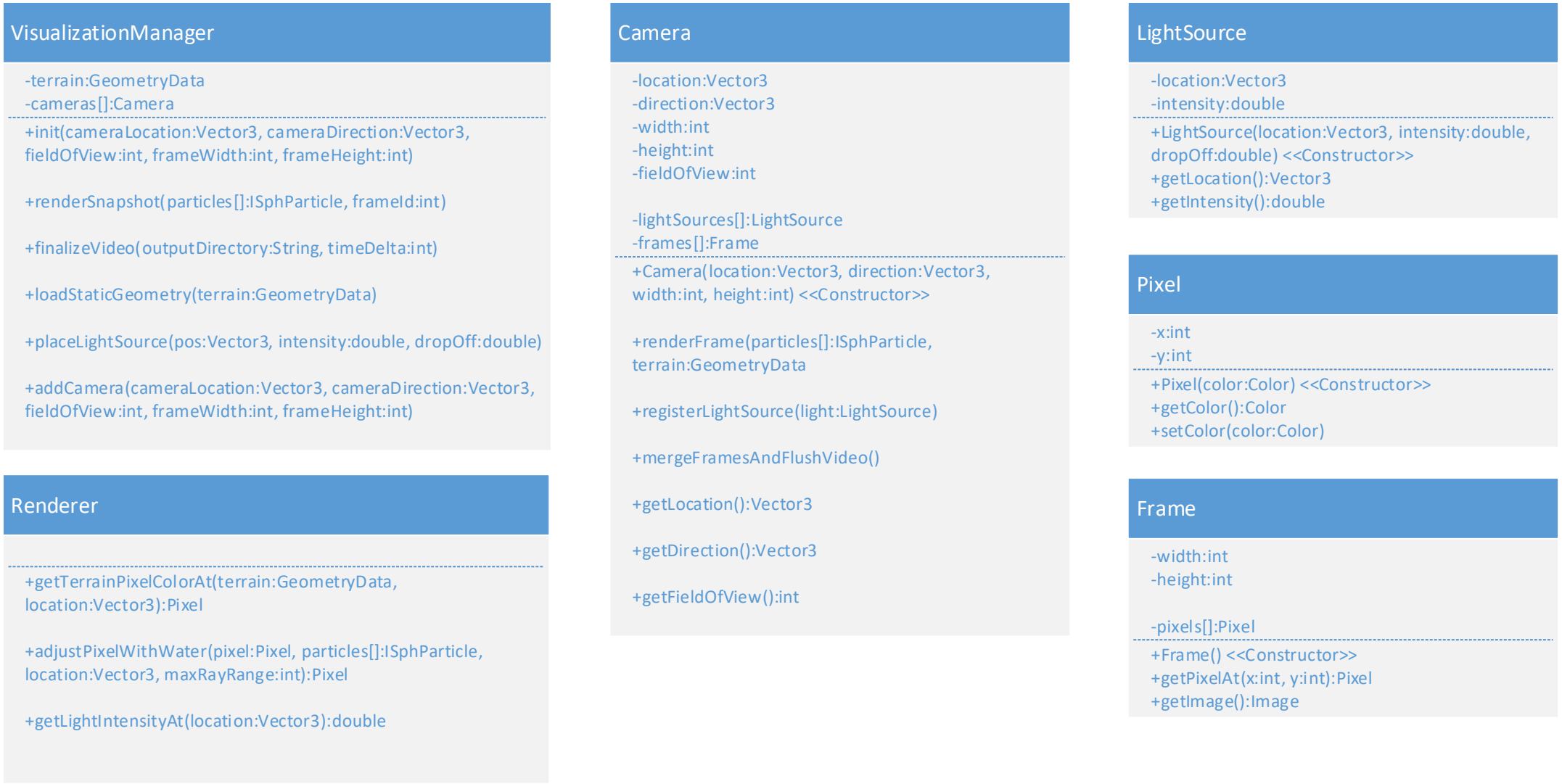
VisualizationManager
-terrain:GeometryData
-cameras[]:Camera
+init(cameraLocation:Vector3, cameraDirection:Vector3, fieldOfView:int, frameWidth:int, frameHeight:int)
+renderSnapshot(particles[]:ISphParticle, frameId:int)
+finalizeVideo(outputDirectory:String, timeDelta:int)
+loadStaticGeometry(terrain:GeometryData)
+placeLightSource(pos:Vector3, intensity:double, dropOff:double)
+addCamera(cameraLocation:Vector3, cameraDirection:Vector3, fieldOfView:int, frameWidth:int, frameHeight:int)
Renderer
+getTerrainPixelColorAt(terrain:GeometryData, location:Vector3):Pixel
+adjustPixelWithWater(pixel:Pixel, particles[]:ISphParticle, location:Vector3, maxRayRange:int):Pixel
+getLightIntensityAt(location:Vector3):double
Camera
-location:Vector3
-direction:Vector3
-width:int
-height:int
-fieldOfView:int
-lightSources[]:LightSource
-frames[]:Frame
+Camera(location:Vector3, direction:Vector3, width:int, height:int) <<Constructor>>
+renderFrame(particles[]:ISphParticle, terrain:GeometryData
+registerLightSource(light:LightSource)
+mergeFramesAndFlushVideo()
+getLocation():Vector3
+getDirection():Vector3
+getFieldOfView():int
LightSource
-location:Vector3
-intensity:double
+LightSource(location:Vector3, intensity:double, dropOff:double) <<Constructor>>
+getLocation():Vector3
+getIntensity():double
Pixel
-x:int
-y:int
+Pixel(color:Color) <<Constructor>>
+getColor():Color
+setColor(color:Color)
Frame
-width:int
-height:int
-pixels[]:Pixel
+Frame() <<Constructor>>
+getPixelAt(x:int, y:int):Pixel
+getImage():Image