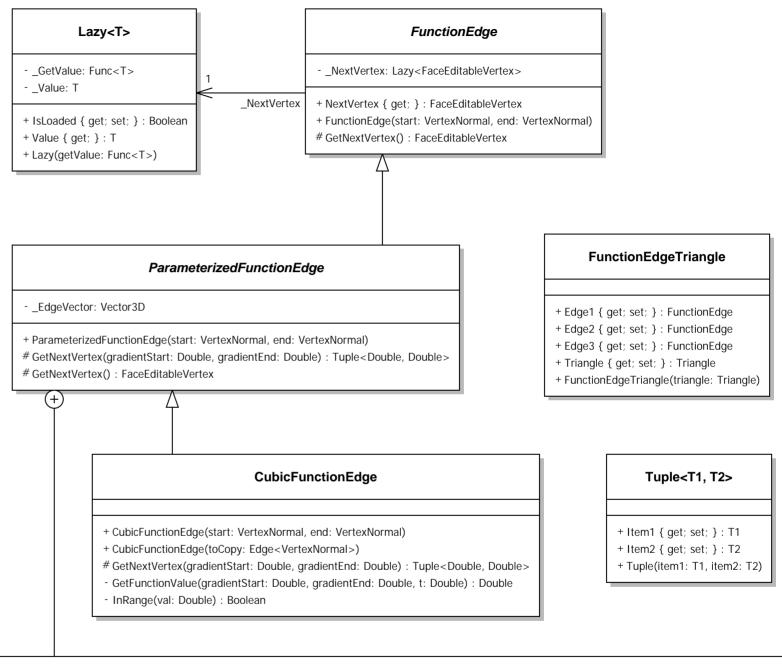


GenericTriangulationRefiner

- _Factory: Func<Edge<VertexNormal>, FunctionEdge>
- + GenericTriangulationRefiner(edgeExtractor: IEdgeExtractor, edgeFactory: Func<Edge<VertexNormal>, FunctionEdge>)
- # FunctionEdgeFactory(baseEdge: Edge<VertexNormal>): FunctionEdge



GradientResult

- + Gradient { get; set; } : Double + Lot { get; set; } : Vector3D
- + GradientVector { get; set; } : Vector3D
- + UpVector { get; set; } : Vector3D
- + GradientResult(edge: ParameterizedFunctionEdge, vertexSelector: Func<ParameterizedFunctionEdge, VertexNormal>)
- TryGradientFromVector(edge: ParameterizedFunctionEdge, component1: Func<Vector3D, Double>, component2: Func<Vector3D, Double>, out result: Double): Boolean