```
+-----------------------------+
|         Object3D            |
+-----------------------------+
| # mMaterial                 |
+-----------------------------+
| + Object3D()                |
| + Object3D()                |
| + ~Object3D()               |
| + intersect()               |
+-----------------------------+
              △
              |
+-----------------------------+
|         Triangle            |
+-----------------------------+
|                             |
+-----------------------------+
| + Triangle()                |
| + intersect()               |
+-----------------------------+
```