```
Vec3f
+ Vec3f()
+ Vec3f()
+ Vec3f()
+ Vec3f()
+ ~Vec3f()
+ Get()
  operator[]()
  x()
  y()
z()
ad 21 more...
and
 Add()
+ Sub()
  Mult()
+
+ CopyScale()
+ AddScale()
 Average()
+ WeightedSum()
+ Cross3()
  Min()
  Max()
          #diffuseColor
    Material
Material()
~Material()
getDiffuseColor()
          #mMaterial
    Object3D
 + Object3D()
   Object3D()
   ~Object3D()
   intersect()
      Group
 + Group()
   ~Group()
   intersect()
addObject()
```