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

Triangle()
intersect()