```
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()
     Plane
  Plane()
  Plane()
   intersect()
```