```
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()
```