OptiXModel

- m_numPolygons
- m_instanceId
- m_geometryInstance
- m_geometry
- m_trans
- m_geometryGroup
- m_vertexBuffer
- m_normalBuffer
- m_texCoordsBuffer
- m_tangentsBuffer
and 12 more...
- m_instanceCount

+ OptiXModel()
+ OptiXModel()
+ ~OptiXModel()
+ createGeometry()
+ setTrans()
+ setTrans()
+ setMaterial()
+ getGeometry()
+ getGeomAndTrans()
+ getGeometryInstance()
+ getNumPolygons()
# loadMesh()
# processMesh()
# createBuffers()

+meshHandle

MeshWidget::modelProp

- + transX
- + transY
- + transZ
- + rotX
- + rotY
- + rotZ
- + scaleX
- + scaleY
- + scaleZ
- + isIntance
- + name
- + materialName
- + meshPath