```
PathTraceCamera
  - m eve
  - m_U
  - m V
  - m W

    m_up

  - m lookat
  - m hfov
  - m vfov
  + PathTraceCamera()
  + setParameters()
  + getEyeUVW()
  + translate()
  + rotate()
  + dolly()
  # PathTraceCamera()
  # calcVectors()
  # initWithBasis()
  - DtoR()
             -m camera
    PathTracerScene
# m context
- m_totalNumPolygons
- m maxRayDepth
- m topGroup
- m globalTrans
- m globalTransGroup
- m_meshArray
- m cameraChanged

    m devicePixelRatio

- m_pgram_bounding_box
- m pgram intersection
and 11 more...
+ ~PathTracerScene()
+ getContext()
+ init()
+ trace()
+ getOutputBuffer()
+ setNumSamples()
+ getNumSamples()
+ setSize()
+ getWidth()
+ getHeight()
and 24 more..
+ getInstance()
- PathTracerScene()
```

- PathTracerScene()

operator=()

-m_instance