

## OptiXModel

- m\_numPolygons
- m\_instanceld
- 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()