VRE::VRE_PointLight

+ glm::vec4 mPosition

+ float mScale

+ glm::vec3 mColor

+ float mLightIntensity

+ VRE_PointLight()

+ static VRE_PointLight CreatePointLight(float lightIntensity=10.f, float radius=0.1f, glm::vec3 color =glm::vec3(1.f))