Primitives + ~IPrimitives() + distance() + getType() + getPosition() + getRotation() + getScale() + getMaterial() + setPosition() + setRotation() + setScale()

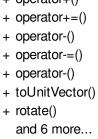
+ setMaterial()

```
Math::Point3D
- x
- y
- z
+ Point3D()
+ Point3D()
+ ~Point3D()
+ getX()
```

+ normalize()

and 9 more...

Math::Rot3D + x_pitch + z_yaw + y_roll + Rot3D() + Rot3D() + toVector() + operator+() + operator-() + operator-() + operator-()



```
Color
- _red
- _green
- _blue
- _transparency
+ Color()
+ ~Color()
+ Color()
+ Color()
+ operator=()
+ setTransparency()
+ getRed()
+ getGreen()
+ getBlue()
```

+ getTransparency()

#position | #_rotation | /#_color

APrimitives # scale # material # _scales # _graph + APrimitives() + APrimitives() + ~APrimitives() + distance() + getType() + getPosition()

Cone

+ getRotation()+ getScale()+ getMaterial()+ setPosition()and 12 more...

- _baseRadius
- _height
- _distance+ Cone()
- + Cone()
- + ~Cone()
- + setBaseRadius()
- + setHeight()
- + distance()
- + getBaseRadius()
- + getType()
- + getHeight()