IPrimitives + ~IPrimitives() + distance() + getType() + getPosition()

- + getRotation() + getScale()
- + getMaterial() + setPosition()
- + setRotation()
- + setMaterial()
- + setX() + setY() + setScale() + setZ()
 - + normalize() and 9 more...

Math::Point3D

+ Point3D()

+ Point3D()

+ getX()

+ getY()

+ getZ()

+ ~Point3D()

- X

- y

- Z

Math::Rot3D + x_pitch

- + z yaw
- + y_roll
- + Rot3D() + Rot3D()
- + toVector()
- + operator+()
- + operator+=() + operator-()
- + operator-=()
- + operator-() + toUnitVector()
- + rotate()
 - and 6 more...

- Color
- red
- green
- blue
- _transparency
- + Color()
- + ~Color()
- + Color() + Color()
- + operator=()
- + setTransparency()
- + getRed() + getGreen()
- + getBlue()
- + getTransparency()

color #position # rotation

APrimitives

- # scale
- # material
- # scales
- # _graph
- + APrimitives()
- + APrimitives() + ~APrimitives()
- + distance()
- + getType()
- + getPosition()
- + getRotation()
- + getScale()
- + getMaterial()
- + setPosition()
 - and 12 more...

Plane

- distance
- axe
- + Plane()
- + Plane()
- + ~Plane()
- + distance()
- + getType()