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

- + getRotation()
- + getMaterial()

+ getScale()

- + setPosition() + setRotation()
- + setScale()
- + setMaterial()

- Math::Point3D
- X
- y
- Z
- + Point3D()
- + Point3D()
- + ~Point3D()
- + getX()
- + getY()
- + getZ() + setX()
- + setY() + setZ()
- + normalize()
- and 9 more...

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...

Sphere

- distance
- radius
- + Sphere()
- + Sphere()
- + ~Sphere()
- + distance()
- + getType()