```
Vec3f
  Vec3f()
+ Vec3f()
+ Vec3f()
+ Vec3f()
  ~Vec3f()
 Get()
  operator[]()
  x()
y()
+
+
  z()
    21 more...
and
  Add()
  Sub()
 Mult()
+
  CopyScale()
  AddScale()
  Average()
+
 WeightedSum()
 Cross3()
  Min()
+
 Max()
          #diffuseColor
    Material
Material()
Material(
~Material()
getDiffuseColor()
Shade()
glSetMaterial()
          #mMaterial
    Object3D
   Object3D()
   Object3D()
   ~Object3D() intersect()
   paint()
        Δ
      Group
   Group()
   ~Group()
   intersect()
   addObject()
```

paint()