```
Vec3f
  Vec3f()
  Vec3f()
+ Vec3f()
+ Vec3f()
+ ~Vec3f()
  Get()
  operator[]()
+
  x()
+
  y()
z()
+
and
    21 more...
+ 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()
    Triangle
```

Triangle()
intersect()
paint()