```
+---------------------------+
|          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()                 |
+---------------------------+
```