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()

Sphere

+ Sphere()
+ intersect()
+ paint()
+ setTesselationSize()