```
Ragot::Transform
# position
# rotation
# scale
# dirty

    transform_matrix

+ Transform()
+ ~Transform()
+ set_position()
+ get_position()
+ set_rotation()
+ get_rotation()
+ rotate()
+ set_scale()
+ get_scale()
+ is_dirty()
+ get_transform_matrix()
           Δ
      Ragot::Node
# children
# parent
+ Node()
+ ~Node()
+ Node()
+ Node()
+ operator=()
+ operator=()
+ add_child()
+ remove_child()
+ get_children()
+ get_transform_matrix()
   Ragot::Component
# components
+ Component()
+ ~Component()
+ Component()
+ Component()
+ operator=()
+ operator=()
+ add_component()
 + remove_component()
+ get_components()
      Ragot::Mesh
 # mesh_info
 # vertices
 # faces
 # slices
 + Mesh()
 + ~Mesh()
 + Mesh()
 + generate_vertices()
 + generate_faces()
 + get_vertices()
 + get_faces()
 + get_total_vertices()
 + get_total_vertices()
 + recalculate()
 + apply_transform_to
   _vertices()
Ragot::RevolutionMesh
# cam
# faces_can_be_quads
+ RevolutionMesh()
+ ~RevolutionMesh()
```

+ generate\_vertices()+ generate\_faces()