## **IMesh** HeightMap - m pHeightMap - m heightMapDimensions + GetVertices() m heightMapFile + GetNormals() + GetIndices() + HeightMap() + GetTexCoords() + LoadHeightMap() + GetTexCoordsCount() + GetHeightValueAtPixel() + GetVertexCount() + GetWidth() + GetNormalCount() + GetHeight() + GetIndexCount() -m pHeightMap Terrain - gVBO qNBO - qIBO gUVBO - m texture - m vertices m normals - m indices m texCoords - m heightScale and 6 more... + Terrain() + CreateMesh() + GetHeightMap() + GetXBlockScale() + GetYBlockScale() + GetHeightScale() + GetVertices() + GetNormals() + GetIndices() + GetTexCoords() - GenerateTexCoords() GenerateTerrainIndices() GenerateTerrainVertices() GenerateNormals()