

## **ForestTerrain**

- m trees - m pLand
- + ForestTerrain()
- + GenerateForest() + SaveTerrainToOBJ()
- + Render()
- + GetVertices()
- + GetNormals()
- + GetIndices()

## ObjectInstance

- m pRenderableObject
- m activeAnimation - m visible
- + ObjectInstance()
- + GetVertices()
- + GetWorldMatrix()
- + Render()
- + SetActiveAnimation()
- + GetActiveAnimationIndex()
- + GetAnimationCount()
- + GetAnimationName()
- + GetAnimationIndex()
- + GetRenderableObject()
- + SetVisible()
- + GetVisible()

## RenderManager

- m\_objectMap
- m renderTimes - m frameRate
- + AddObject()
- + RemoveObject()
- + Render()
- + GetFrameRate()
- UpdateFrameRate()