IMeshCollection

+ GetVertices()
+ GetNormals()
+ GetAABB()
+ GetIndices()
+ GetVertexCount()
+ GetNormalCount()
+ GetIndexCount()
+ GetMesh()
+ GetMeshCount()

IRenderableObject

+ Initialise()
+ Destroy()
+ BindObject()
+ BindMesh()
+ Render()

Model

- m_name
- m_meshes
- m_meshIndexRanges
- m_materials
- pSkeleton
- m_texCoords
- m_vertexColours
- m_boneIDs
- m_boneWeights
- m_hasAnimation

+ Model()
+ GetTexCoords()
+ GetVertexColours()
+ GetBoneIDs()
+ GetBoneWeights()
+ GetBoneTransforms()
+ GetMeshIndexRange()
+ GetMeshMaterial()
+ GetMeshTextureName()
+ HasAnimation()
+ GetAnimationCount()
+ GetAnimationIndex()
+ GetAnimationName()
+ GetMesh()
+ GetMeshCount()
- LoadAssimpMaterials()
- LoadAssimpSkeleton()
- LoadAssimpMeshes()
- LoadVertexAttributes()

RenderableObject

- m_pModel
- m_VAO
- m_buffers
- boundMeshIndex

+ RenderableObject()
+ ~RenderableObject()
+ Initialise()
+ Render()
+ Destroy()
+ GetAnimationCount()
+ GetAnimationIndex()
+ GetAnimationName()
+ GetMesh()
+ GetMeshCount()
+ BindObject()
+ BindMesh()
- BindMaterial()
- SetFillMode()
- UpdateAnimation()
- UploadMatrices()