```
op::Renderer
  # mRenderThreshold
  # mBlendOriginalFrame
  # spElementToRender
  # spNumberElementsToRender
  # mShowGooglyEyes
  - mAlphaKeypoint

    mAlphaHeatMap

  + Renderer()
  + ~Renderer()
  + increaseElementToRender()
  + setElementToRender()
  + setElementToRender()
  + getBlendOriginalFrame()
  + setBlendOriginalFrame()
  + getAlphaKevpoint()
  + setAlphaKeypoint()
  + getAlphaHeatMap()
  + setAlphaHeatMap()
  + getShowGooglyEyes()
  + setShowGooglyEyes()
  - DELETE COPY()
         op::GpuRenderer
# spGpuMemory

    spVolume

    mlsFirstRenderer
```

- spGpuMemoryAllocated

+ GpuRenderer()
+ ~GpuRenderer()
+ getSharedParameters()
+ setSharedParametersAndIfLast()
# cpuToGpuMemoryIfNotCopiedYet()
# gpuToCpuMemoryIfLastRenderer()
- DELETE COPY()

mlsLastRenderer