op::Renderer # mRenderThreshold # mBlendOriginalFrame # spElementToRender # spNumberElementsToRender # mShowGooglyEyes - mAlphaKevpoint - mAlphaHeatMap + Renderer() + ~Renderer() + increaseElementToRender() + setElementToRender() + setElementToRender() + getBlendOriginalFrame() + setBlendOriginalFrame() + getAlphaKevpoint() + setAlphaKevpoint() + getAlphaHeatMap() + setAlphaHeatMap() + getShowGooglyEyes() + setShowGooglyEyes() - DELETE COPY() op::GpuRenderer # spGpuMemory - spVolume - mlsFirstRenderer - mlsLastRenderer - spGpuMemoryAllocated + GpuRenderer() + ~GpuRenderer() + getSharedParameters() + setSharedParametersAndIfLast() # cpuToGpuMemoryIfNotCopiedYet() # gpuToCpuMemoryIfLastRenderer() - DELETE_COPY() op::PoseGpuRenderer op::HandGpuRenderer - spPoseExtractorNet - pGpuHand - pGpuPose + HandGpuRenderer() + PoseGpuRenderer() + ~HandGpuRenderer() + ~PoseGpuRenderer() + initializationOnThread() + initializationOnThread() + initializationOnThread() + renderHandInherited() + renderPose() DELETE COPY() - DELETE COPY()

op::FaceGpuRenderer

+ FaceGpuRenderer()

+ ~FaceGpuRenderer()

+ renderFaceInherited()

- DELETE COPY()

- pGpuFace