

implemented in C++ as classes with no data members, containing only pure virtual functions.

Boxes with dashed border shall represent, that helper functions should be defined and implemented in the same *.h and *.cpp files as those classes they relate to. That is cause they are part of those interfaces, but, since there is no need to access implementation detials of the class, they are not member functions. If it is just set of functions, then dashed border suggests that they should be in the same translation unit.

There are two main packages (namespases) - core and custom. Core namespace contains bare minimum that is required to setup a proper renderer. Basically, it is a framework of the project, where extension points are interfaces, that should be specifically implemented.

Custom namespace is the one, where specific implementation is provided together with associated utility classes. This allows for the modular approach.

Both core and custom have nested namespaces - geometry, render, optics. Naturally, those reflect differnt specific domains within modules.

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