**GRAPHICS MANAGER INSTALLATION**

The purpose of the graphics manager is to draw a predefined volume object (or 2D area) by vertex and index information to a specific output window while describing the materials, colors, and texture for each surface of the volume while incorporating lighting. The graphics manager stores rendering information (material and vertex information) by creating a unique ID to each rendered volume. The graphic manager will allow the user to change the view by altering the camera object vectors to change perspective of the object by listening and responding to keyboard strokes, mouse movements, or calls by other components (i.e. actions).

Nouns:

1. DrawingModelInfo: volume object or 2D area (vertex and index information)
2. DrawingModelInfo: surfaces
3. DrawingModelInfo: unique ID
4. TargetWindow: output windows
5. RenderDetails: materials
6. RenderDetails colors
7. RenderDetails textures
8. RenderDetails lighting
9. View: camera object
10. View: camera perspective
11. User: keyboard strokes / mouse movements / GUI code components

Verbs:

1. DrawingModelInfo: Draw volume
2. DrawingModelInfo: Stores material and vertex information
   1. Stores a reference to shader manager? To track Compiled programs, textures, and lighting issues?
3. DrawingModelInfo: Create unique volume ID
4. RenderDetails: Describe Materials / Colors / Texture
5. RenderDetails: Incorporate lighting parameters
6. View: Change view controller
7. User: Listen to user input (keyboard / mouse / GUI code components
8. User: Respond to user input (keyboard / mouse / GUI code components)