IFilter3D

+ ~IFilter3D()
+ apply()

Gaussian3DFilter

- sigma
- kernelSize

+ Gaussian3DFilter()
+ apply()
- computeGaussian1DKernel()
- applyGaussian1DFilter_X()
- applyGaussian1DFilter_Y()
- applyGaussian1DFilter_Z()

Median3DFilter

- kernelSize
- neighborhoodOffsets

+ Median3DFilter()
+ apply()
- calculateMedian()
- precomputeNeighborhoodOffsets()