Renderer

1

1   1

has

Window

assimp scene

1

m

1

has

1

Viewport

m

Scene

m

1   has   m   Directional Light

A viewport contains an integer index into the scene array,
and an integer index into a camera array.
A viewport also contains an integer index into the frustum array.

1   1   1

has   m   Positional Light

has

m   m   has   has

has

m   m

1

Projection Frustum

m

has

1

Mesh contains an integer index pointing to an assimp node in the assimp scene.

has

1

Camera   Model   m

1   1   1

has   has   has

1   1   1

Transform   Transformed Vertices

1   1   1

has   has   has

1   1   1

Position   Orientation   Scale