

Color

-R : int = 0 -G : int = 0 -B : int = 0

Matirial

-DiffuseColor : Color -SpecularColor : Color -PhongCoeffticient : double -ReflectionColor : Color -Transparency : double

Point

-x : double -y : double -z : double

light

-position : Point -color : Color

-SpecularIntensity: double -ShadowIntensity: double -radius: double

Camera

-position: Point
-lookAt: Point
-upVector: Point
-screenDistance: double
-screenWidth: double
-backgroundColor: Color
-shedowRays: int
-RecursionLevel: int