RT DESIGN 101

OBJECTS OF INTERESTS

* Lights
* Shadows
* Texture
* Reflection
* Shapes
* Scene
* Camera
* Background

OBJECTS OF INTERESTS SORTED BY PRIORITY

* Scene
* Shapes
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Vector3 (namespace: utility)

X,y,z

SCENE (namespace: SceneObjects)

* Length and Width (floats)

SHAPE (namespace: Shapes)

TRIANGLE

VertexA (Vector3),

VertexB (Vector3),

VertexC (Vector3)

RECTANGLE : TRIANGLE

VertexD (Vector3)

SPHERE

Center (Vector3)

Radius (float)