```
Vec3t< float >
  + X
   + y
   + Z
  + Vec3t()
  + Vec3t()
   + Vec3t()
   + operator-()
   + dist2()
  + operator+=()
  + operator-=()
  + operator*=()
  + rotateX()
  + rotateY()
  + rotateZ()
  + rotate()
           +translate
      Surface
+ photonMap
+ material

    boxTree

+ Surface()
+ ~Surface()
+ init()
+ position()
+ derivativeU()
+ derivativeV()
+ xyzMinMax()
+ ulsCircular()
+ vIsCircular()
+ isLightSource()
+ findInter()
+ load()
# positionImpl()
# derivativeUImpl()
# derivativeVImpl()
# xyzMinMaxImpl()
    SquareXY

    edgeX

- edgeY
+ SquareXY()
+ ulsCircular()
+ vIsCircular()
+ findInter()
# init()
# positionImpl()
# derivativeUImpl()
# derivativeVImpl()
# xyzMinMaxImpl()
```