```
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()
  Axisymmetric
- curve
+ Axisymmetric()
+ Axisymmetric()
+ operator=()
+ ulsCircular()
+ vIsCircular()
# positionImpl()
# derivativeUImpl()
# derivativeVImpl()
# xyzMinMaxImpl()
```