Surface

+ translate
+ photonMap
+ material
- boxTree

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

SquareXY

- edgeX
- edgeY

+ SquareXY()
+ uIsCircular()
+ vIsCircular()
+ findInter()
# init()
# positionImpl()
# derivativeUImpl()
# derivativeVImpl()
# xyzMinMaxImpl()