```
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()
```