```
Surface

    translate

+ photonMap
+ material

    boxTree

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

    edgeZ

+ SquareZX()
+ ulsCircular()
+ vIsCircular()
+ findInter()
# init()
# positionImpl()
# derivativeUImpl()
# derivativeVImpl()
# xyzMinMaxImpl()
```