```
Interpolator3D
# ctImage
# values
# x0
# x1
# v0
# y1
# 20
# z1
# x0Index
# x1Index
# y0Index
# ylIndex
# z0Index
# z1Index
+ Interpolator3D()
+ get Value()
+ ~Interpolator3D()
# getIndex()
# setUpCube()
TricubicInterpolator
```

+ TricubicInterpolator()

+ ~TricubicInterpolator()
- interpolateCubic()
- interpolateBicubic()

+ get Value()