```
Interpolator3D
  # ctlmage
  # values
  # x0
  # x1
  # y0
  # y1
  # 70
  # z1
  # x0Index
  # x1Index
  # y0Index
  # ylIndex
  # z0Index
  # z1Index
  + Interpolator3D()
  + get Value()
  + ~Interpolator3D()
  # getIndex()
  # setUpCube()
  TrilinearInterpolator
+ TrilinearInterpolator()
+ get Value()
+ ~TrilinearInterpolator()
interpolate()
```