```
vec3
   + vec3()
   + vec3()
   + x()
   + y()
   + z()
   + operator-()
   + operator[]()
   + operator[]()
   + operator+=()
   + operator*=()
   + operator/=()
   + length()
   + length_squared()
   + near_zero()
   + random()
   + random()
              -ranvec
         perlin
  perm_x
 perm_y
 perm_z
  point count
+ perlin()
+ ~perlin()
+ noise()
+ turb()
perlin generate perm()
permute()
  perlin interp()
```