




 core.scene.Light


 __init__(self, position)


 position(self)


 __position

 core.scene.Scene


 __init__(self, light)


 addobject(self, object)


 root(self)


 light_position(self)


 trace(self, rays, multiprocessing=4, split=100)


 elementary_objects(self)

 __area(self, bounding_box)


 __split(self, elementary_objects, axis=0)


 serialize(self, filepath)


 unserialize(self, filepath)


 __build_from_serial(self, data)


 __bounding_boxes_splits(self, ordered_objects)

 __sum_bounding_boxes(self, bounding1, bounding2)

 optimize(self)

 __datastructure

 __light

 __objects