

ITransitionDirector

```
classDiagram
    class ITransitionDirector {
    }
    class BlindTransitionDirector {
        - m_sceneInfo
        + BlindTransitionDirector()
        + CreateHandle()
    }
    BlindTransitionDirector --|> ITransitionDirector
```

The diagram illustrates a class hierarchy. At the top is the 'ITransitionDirector' interface, represented by a rectangle with three horizontal compartments. The top compartment contains the name 'ITransitionDirector', while the two lower compartments are empty. Below this interface is the 'BlindTransitionDirector' class, represented by a shaded rectangle with four horizontal compartments. The top compartment contains the class name 'BlindTransitionDirector'. The second compartment contains a private attribute '- m\_sceneInfo'. The third and fourth compartments contain public methods '+ BlindTransitionDirector()' and '+ CreateHandle()' respectively. A blue arrow with an open triangular head points from the 'BlindTransitionDirector' class up to the 'ITransitionDirector' interface, indicating that 'BlindTransitionDirector' inherits from or implements 'ITransitionDirector'.

BlindTransitionDirector

- m\_sceneInfo

+ BlindTransitionDirector()

+ CreateHandle()