

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 top of the 'BlindTransitionDirector' class box to the bottom of the 'ITransitionDirector' interface box, indicating that 'BlindTransitionDirector' inherits from or implements 'ITransitionDirector'.

BlindTransitionDirector

- m_sceneInfo

+ BlindTransitionDirector()

+ CreateHandle()