

ITransitionHandle

```
classDiagram
    class ITransitionHandle {
    }
    class BlindTransitionDirectorHandle {
        - m_SceneInfo
        - m_SceneHandle
        - m_Director
        + BlindTransitionDirectorHandle()
        + Start()
        + End()
    }
    ITransitionHandle <|-- BlindTransitionDirectorHandle
```

BlindTransitionDirector.
BlindTransitionDirectorHandle

- m_SceneInfo
- m_SceneHandle
- m_Director

- + BlindTransitionDirectorHandle()
- + Start()
- + End()