

oomph::TriangleMeshCurve

```
graph BT; A[oomph::ImmersedRigidBodyTriangleMeshPolygon] --> B[oomph::TriangleMeshPolygon]; B --> C[oomph::TriangleMeshClosedCurve]; C --> D[oomph::TriangleMeshCurve]; style D stroke-dasharray: 5 5;
```

oomph::TriangleMeshClosedCurve

oomph::TriangleMeshPolygon

oomph::ImmersedRigidBodyTriangleMeshPolygon