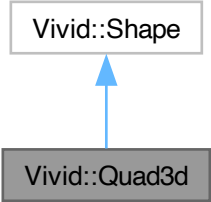


Vivid::Shape



```
graph BT; Vivid_Quad3d[Vivid::Quad3d] --> Vivid_Shape[Vivid::Shape];
```

A diagram illustrating a class hierarchy. At the bottom is a dark gray rectangular box containing the text "Vivid::Quad3d". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box with a gray border at the top. The white box contains the text "Vivid::Shape".

Vivid::Quad3d