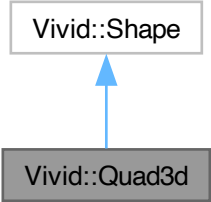


Vivid::Shape



```
graph BT; Vivid::Quad3d --> Vivid::Shape
```

Vivid::Quad3d