

CSurfaceChild

```
graph BT; CAnimation --> CSurfaceChild; CImage --> CSurfaceChild;
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'CSurfaceChild'. Below it, a horizontal line connects two boxes: 'CAnimation' on the left and 'CImage' on the right. A vertical arrow points upwards from the center of this horizontal line to the bottom center of the 'CSurfaceChild' box, indicating that both 'CAnimation' and 'CImage' inherit from 'CSurfaceChild'.

CAnimation

CImage