

```
std::shared_ptr< const  
tesseract_common::VectorVector2d >
```

```
std::shared_ptr< Resource >
```

uvs\_  
texture\_image\_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between the `tesseract_geometry::MeshTexture` struct and two shared pointers. On the right, a grey box contains the struct definition. Two dashed purple arrows originate from this box: one points to the `std::shared_ptr< const tesseract_common::VectorVector2d >` box on the top left, labeled `uvs_`, and the other points to the `std::shared_ptr< Resource >` box on the bottom left, labeled `texture_image_`.