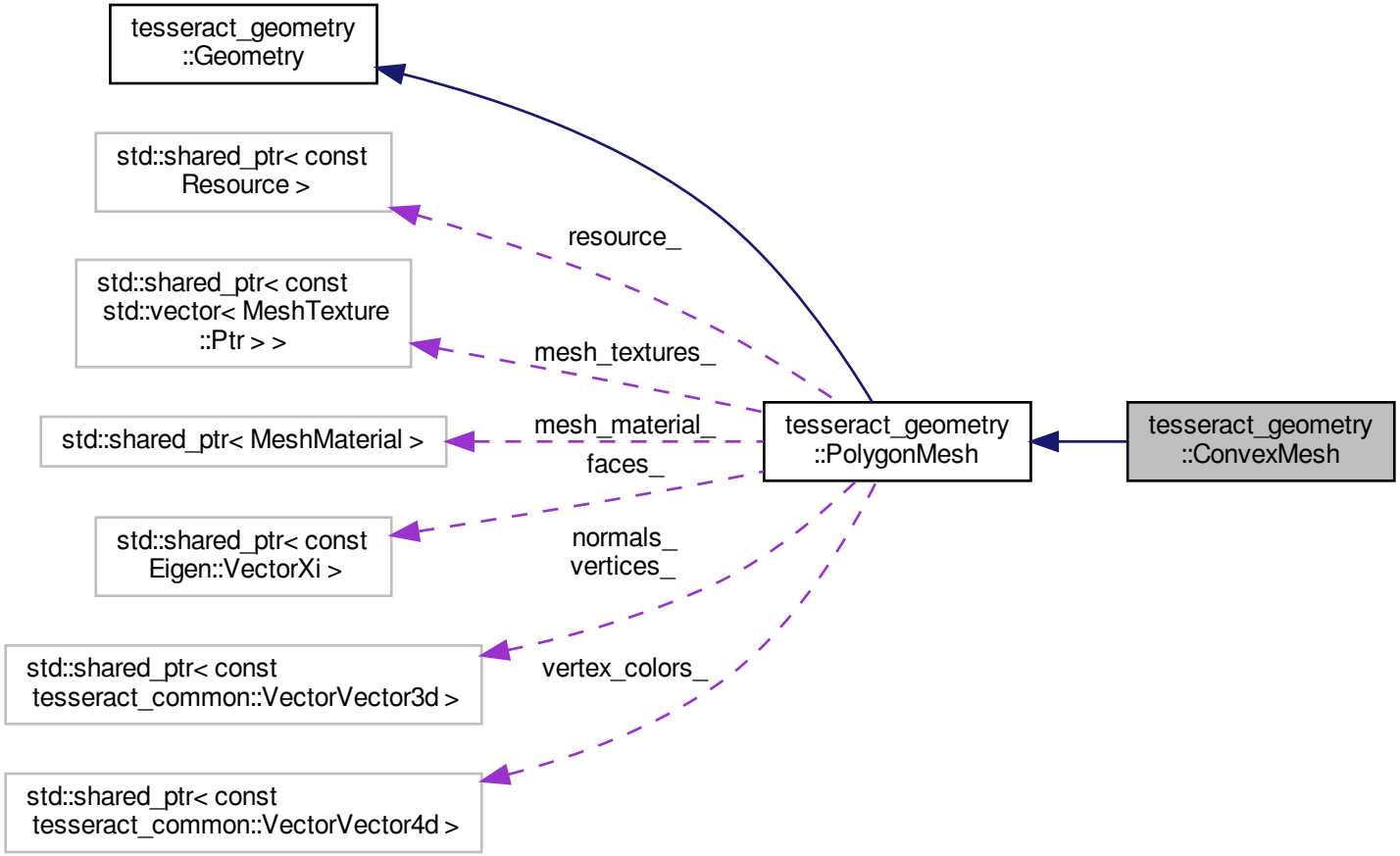
tesseract_geometry ::Geometry
std::shared_ptr< const Resource >
resource_
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_
std::shared_ptr< MeshMaterial >
mesh_material_
tesseract_geometry ::PolygonMesh
tesseract_geometry ::ConvexMesh
faces_
std::shared_ptr< const Eigen::VectorXi >
normals_
vertices_
std::shared_ptr< const tesseract_common::VectorVector3d >
vertex_colors_
std::shared_ptr< const tesseract_common::VectorVector4d >