

```
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 represents the `MeshTexture` struct, which contains two fields: `uvs_` and `texture_image_`. Dashed purple arrows originate from these fields and point to the left. The top arrow points to a `std::shared_ptr< const tesseract_common::VectorVector2d >` box, indicating that the `uvs_` field is a shared pointer to a constant vector of 2D vectors. The bottom arrow points to a `std::shared_ptr< Resource >` box, indicating that the `texture_image_` field is a shared pointer to a resource object.