

MeshPlanePolygon::Create
Vertex

```
graph LR; A["MeshPlanePolygon::CreateVertex"] --> B["Effekseer::int"]; A --> C["Vector3D::CreateNormalize"];
```

The diagram illustrates a function call sequence. A central box on the left, labeled 'MeshPlanePolygon::CreateVertex', has two arrows pointing to the right. The top arrow points to a box labeled 'Effekseer::int', and the bottom arrow points to a box labeled 'Vector3D::CreateNormalize'.

Effekseer::int

Vector3D::CreateNormalize