# Static Mesh

**Class**: StaticMesh

**Name Space**: Drawing Objects

**Description**: This class is the base class to draw 3D models that have no animation functionality, but instead all needed functionality to draw many different shading techniques in 3D space. Using 5 different Initialize overloads, the developer can easily create a mesh that draws differently with the *Renderer.*

**RT\_TOON**: Use a diffuse texture on the model, under cartoon lighting shader.

**RT\_WOOD**: Use dynamic wood shading, lit with cartoon light shading.

**RT\_DARKWOOD**: Use dynamic wood shading with dark colors, lit with cartoon light shading, meant for trees.

**RT\_COLOR**: draws the model with a solid color, lit with cartoon light shading



