```
ISerializable
       + Serialize()
       + Serialize()
VirtMuseWeb.Utility.Image
+ Width
+ Height
+ this[int x, int y]
- color
+ Image()
+ Serialize()
+ Serialize()
+ Deserialize()
+ Deserialize()
+ Black()
+ White()
+ operator Texture2D()
WriteTo()
```

- ReadFrom()