BaseResource + ResourecID + ResrourceType + ApplyToGameobject() BaseDisplayResource + InteractionBehaviour + MetaData

DisplayImageResource

- + Image
- + DisplayImageResource()
- + DisplayImageResource()
- + ApplyToGameobject()

DisplayMeshResource

- + Mesh
- + Mat
- + DisplayMeshResource()
- + DisplayMeshResource()
- + ApplyToGameobject()