

```
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` class and two shared pointers. On the right, a grey box represents the `tesseract_geometry::MeshTexture` class. Two dashed purple arrows originate from this box. The first arrow, labeled `uvs_`, points to a white box containing the type `std::shared_ptr< const tesseract_common::VectorVector2d >`. The second arrow, labeled `texture_image_`, points to another white box containing the type `std::shared_ptr< Resource >`.