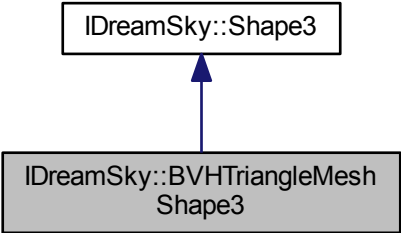


IDreamSky::Shape3



```
graph BT; A["IDreamSky::BVHTriangleMesh<br/>Shape3"] --> B["IDreamSky::Shape3"]
```

IDreamSky::BVHTriangleMesh
Shape3