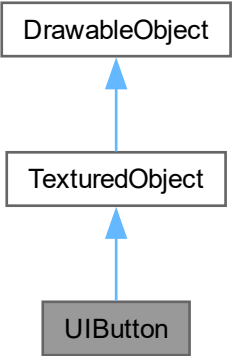


DrawableObject



```
graph BT; IceFloor --> TexturedObject; TexturedObject --> DrawableObject
```

TexturedObject

IceFloor