

Light::Cubemap



```
graph BT; A[Light::OpenGLCubemap] --> B[Light::Cubemap]
```

The diagram illustrates an inheritance relationship between two C++ classes. At the bottom is a white box with a black border containing the text 'Light::OpenGLCubemap'. A blue arrow points vertically upwards from the center of this box to the center of a gray box with a black border at the top, which contains the text 'Light::Cubemap'.

Light::OpenGLCubemap