

flw::flc::GLObject

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graph BT; A[flw::flc::Texture3DRenderableObject] --> B[flw::flc::Texture3DRenderable]; B --> C[flw::flc::Texture3D]; C --> D[flw::flc::Texture]; D --> E[flw::flc::GLObject];
```

flw::flc::Texture

flw::flc::Texture3D

flw::flc::Texture3DRenderable

flw::flc::Texture3DRenderableObject