```
rev::Serializable
    ├── rev::AnimationClip
    ├── rev::AnimationController
    ├── rev::AnimationManager
    ├── rev::AnimationSettings
    ├── rev::AnimationStateMachine
    ├── rev::AudioResource
    ├── rev::BaseAnimationState
    ├── rev::Blueprint
    ├── rev::Camera
    ├── rev::CameraController
    ├── rev::CameraController::ControllerProfile
    ├── rev::Component
    ├── rev::CustomEvent
    ├── rev::DebugDrawSettings
    ├── rev::DebugManager
    ├── rev::EventListener
    ├── rev::FileManager
    ├── rev::Loadable
    ├── rev::Material
    ├── rev::Model
    ├── rev::Motion
    ├── rev::PhysicsBase
    ├── rev::PhysicsGeometry
    ├── rev::PhysicsJoint
    ├── rev::PhysicsManager
    ├── rev::PhysicsScene
    ├── rev::PostProcessingChain
    ├── rev::ProcessManager
    ├── rev::RenderProjection
    ├── rev::RenderSetting
    ├── rev::RenderSettings
    ├── rev::ResourceCache
    ├── rev::ScenarioSettings
    ├── rev::SceneObject
    ├── rev::Shadable
    ├── rev::ShaderProgram
    ├── rev::SortingLayer
    ├── rev::SoundManager
    ├── rev::StateConnection
    ├── rev::Transform
    ├── rev::TransitionSettings
    ├── rev::Translation
    ├── rev::UBO
    └── rev::Uniform
```