

MonoBehaviour

```
classDiagram
    class MonoBehaviour
    class SpineUnityExamplesSpawnSkeletonGraphicExample {
        + skeletonDataAsset
        + startingAnimation
        + startingSkin
        + skeletonGraphicMaterial
    }
    MonoBehaviour <|-- SpineUnityExamplesSpawnSkeletonGraphicExample
```

Spine.Unity.Examples.Spawn
SkeletonGraphicExample

- + skeletonDataAsset
- + startingAnimation
- + startingSkin
- + skeletonGraphicMaterial