```
┌─────────────────────────┐
│    ISpineComponent      │
├─────────────────────────┤
│                         │
├─────────────────────────┤
│                         │
└─────────────────────────┘
            △
            │
┌─────────────────────────┐
│ Spine.Unity.IAnimationState
│        Component        │
├─────────────────────────┤
│  +    AnimationState    │
│  +    UnscaledTime      │
├─────────────────────────┤
│                         │
└─────────────────────────┘
```

Spine.Unity.SkeletonGraphic
+ skeletonDataAsset
+ additiveMaterial
+ multiplyMaterial
+ screenMaterial
+ initialSkinName
+ initialFlipX
+ initialFlipY
+ startingAnimation
+ startingLoop
+ timeScale
□□□□□ 10□□ □□...
+ SeparatorPartGameObjectName
+ SkeletonDataAsset
+ color
+ MeshScale
+ UpdateMode
+ SeparatorParts
+ CustomTextureOverride
+ CustomMaterialOverride
+ OverrideTexture
+ mainTexture
+ Skeleton
□□□□□ 13□□ □□...
m_SkeletonColor
meshScale
referenceSize
referenceScale
updateMode
submeshGraphics
usedRenderersCount
separatorSlotNames
separatorParts
skeleton
□□□□□ 9□□ □□...
EditReferenceRect
+ MeshAssignmentDelegateSingle()
+ MeshAssignmentDelegateMultiple()
+ Rebuild()
+ Update()
+ Update()
+ ApplyTransformMovementTo Physics()
+ ApplyAnimation()
+ AfterAnimationApplied()
+ LateUpdate()
+ OnBecameVisible()
□□□□□ 16□□ □□...
+ NewSkeletonGraphicGameObject()
+ AddSkeletonGraphicComponent()
+ SetRectTransformSize()
+ SetRectTransformSize()
# Awake()
# OnDestroy()
# OnDisable()
# FixedUpdate()
# SyncSubmeshGraphicsWithCanvas Renderers()
# UpdateAnimationStatus()
# GetPhysicsTransformPosition()
# GetPhysicsTransformRotation()
# UpdateWorldTransform()
# OnCullStateChanged()
□□□□□ 16□□ □□...

Spine.Unity.SkeletonAnimation
+ state
+ loop
+ timeScale
+ AnimationState
+ UpdateTiming
+ UnscaledTime
+ AnimationName
# updateTiming
# unscaledTime
+ ClearState()
+ Initialize()
+ Update()
+ ApplyAnimation()
+ AfterAnimationApplied()
+ LateUpdate()
+ OnBecameVisible()
+ AddToGameObject()
+ NewSkeletonAnimationGame Object()
# Update()
# FixedUpdate()
# UpdateAnimationStatus()