

TextureInterface

```
classDiagram
    class TextureInterface
    class CubeMap
    class Texture2D
    CubeMap --|> TextureInterface
    Texture2D --|> TextureInterface
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'TextureInterface'. Below it, two boxes labeled 'CubeMap' and 'Texture2D' are positioned side-by-side. A horizontal line connects the bottom of these two boxes, and a vertical arrow points upwards from the center of this line to the bottom of the 'TextureInterface' box, indicating that both 'CubeMap' and 'Texture2D' inherit from 'TextureInterface'.

CubeMap

Texture2D