

TextureInterface



```
graph BT; CubeMap --> TextureInterface
```

A UML class diagram showing an inheritance relationship. A box labeled 'TextureInterface' is at the top, and a box labeled 'CubeMap' is at the bottom. A vertical arrow points from the 'CubeMap' box up to the 'TextureInterface' box, indicating that 'CubeMap' inherits from 'TextureInterface'.

CubeMap