

ScriptableObject

```
classDiagram
    class ScriptableObject
    class Anima2D_BlendShapeFrame["Anima2D.BlendShapeFrame"]
    Anima2D_BlendShapeFrame --|> ScriptableObject
```

The diagram illustrates a class hierarchy. At the top is a box labeled 'ScriptableObject'. Below it is a box labeled 'Anima2D.BlendShapeFrame'. A blue arrow points from the bottom of the 'Anima2D.BlendShapeFrame' box up to the bottom of the 'ScriptableObject' box, indicating that 'Anima2D.BlendShapeFrame' inherits from 'ScriptableObject'.

Anima2D.BlendShapeFrame