

```
std::shared_ptr< const  
tesseract_common::VectorVector2d >
```

```
std::shared_ptr< Resource >
```

uvs_
texture_image_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between a MeshTexture object and its associated data. A central box on the right, labeled 'tesseract_geometry::MeshTexture', has two dashed purple arrows pointing left. The top arrow points to a box containing 'std::shared_ptr< const tesseract_common::VectorVector2d >' and is labeled 'uvs_'. The bottom arrow points to a box containing 'std::shared_ptr< Resource >' and is labeled 'texture_image_'. The boxes for the shared pointers have a light gray background, while the MeshTexture box has a darker gray background.