

TextureExtractorV2  
/TextureGradient.hpp

```
graph TD; A[TextureExtractorV2 /TextureGradient.hpp] --> B[Mesh.hpp]; A --> C[glm/glm.hpp]; B --> C;
```

The diagram illustrates the dependencies of the file TextureExtractorV2/TextureGradient.hpp. It is represented by a grey box at the top. Two blue arrows originate from its bottom edge: one points to a red box labeled Mesh.hpp, and the other points to a white box labeled glm/glm.hpp. A third blue arrow points from the Mesh.hpp box down to the glm/glm.hpp box, indicating that Mesh.hpp also depends on glm/glm.hpp.

Mesh.hpp

glm/glm.hpp