

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

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

uvs_
texture_image_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between the `tesseract_geometry::MeshTexture` class and two shared pointers. On the right, a grey box represents the `MeshTexture` class, containing two fields: `uvs_` and `texture_image_`. Dashed purple arrows point from these fields to two white boxes on the left. The top white box represents a `std::shared_ptr< const tesseract_common::VectorVector2d >`, which is pointed to by the `uvs_` field. The bottom white box represents a `std::shared_ptr< Resource >`, which is pointed to by the `texture_image_` field.