

```
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 two shared pointers. On the right, a grey box labeled 'tesseract\_geometry::MeshTexture' represents the source object. Two dashed purple arrows originate from this box and point to the 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\_'. This indicates that the MeshTexture object holds references to these two data structures.