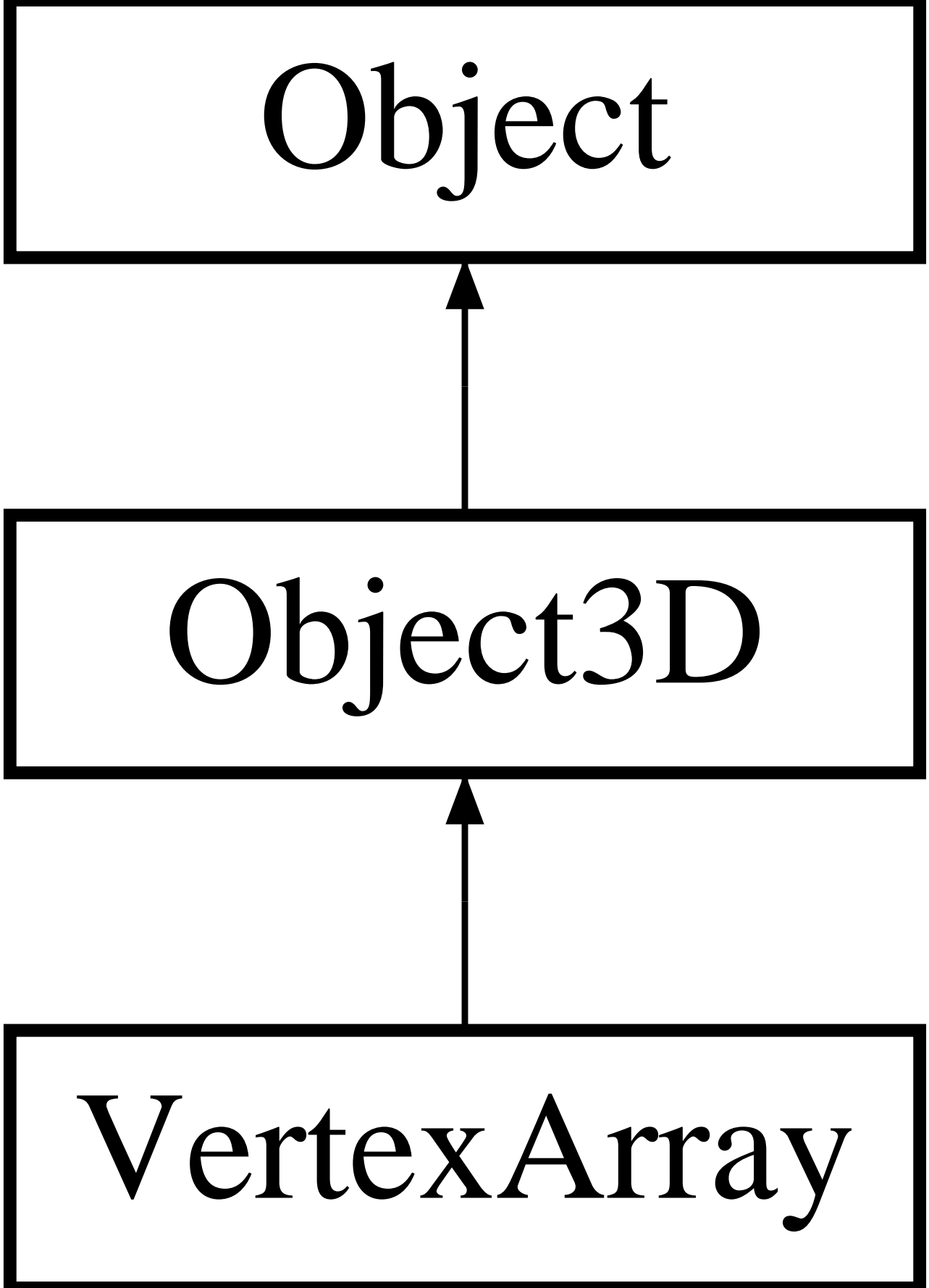


Object



```
graph BT; VertexArray --> Object3D; Object3D --> Object
```

Object3D

VertexArray