

Object3D

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graph BT; MorphingMesh --> Mesh; Mesh --> Node; Node --> Transformable; Transformable --> Object3D;
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The diagram illustrates a class hierarchy with five levels. At the base is 'MorphingMesh', which inherits from 'Mesh'. 'Mesh' inherits from 'Node', which in turn inherits from 'Transformable'. Finally, 'Transformable' inherits from 'Object3D' at the top. Each class is represented by a rectangular box with a thick black border, and the relationships are indicated by upward-pointing arrows.

Transformable

Node

Mesh

MorphingMesh