

Object3D

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graph BT; SkinnedMesh --> Mesh; Mesh --> Node; Node --> Transformable; Transformable --> Object3D;
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The diagram illustrates a class hierarchy with five levels. At the bottom is 'SkinnedMesh', which inherits from 'Mesh'. 'Mesh' inherits from 'Node'. 'Node' inherits from 'Transformable'. Finally, 'Transformable' inherits from 'Object3D' at the top. Each class is represented by a rectangular box with a black border, and the inheritance relationships are shown by upward-pointing arrows connecting the boxes.

Transformable

Node

Mesh

SkinnedMesh