

Object

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

The diagram illustrates a class hierarchy with three levels. At the top is the 'Object' class. Below it is the 'Object3D' class, which inherits from 'Object' as indicated by an upward-pointing arrow. At the bottom is the 'PolygonMode' class, which inherits from 'Object3D' as indicated by another upward-pointing arrow. All three classes are represented by rectangular boxes with black borders and black text.

Object3D

PolygonMode