

Object3D

```
graph BT; Light --> Node; Node --> Transformable; Transformable --> Object3D;
```

The diagram illustrates a class hierarchy with four levels. At the bottom is 'Light', which inherits from 'Node'. 'Node' inherits from 'Transformable', which in turn inherits from 'Object3D' at the top. Each class is represented by a rectangular box with a thick black border, and the inheritance is indicated by upward-pointing arrows.

Transformable

Node

Light