

```
std::shared_ptr< const  
tesseract_common::VectorVector2d >
```

```
std::shared_ptr< Resource >
```

uvs_
texture_image_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between the `tesseract_geometry::MeshTexture` class and two shared pointers. On the right, a grey box represents the `MeshTexture` class, containing two fields: `uvs_` and `texture_image_`. On the left, there are two white boxes representing shared pointers. The top box is `std::shared_ptr< const tesseract_common::VectorVector2d >`, and the bottom box is `std::shared_ptr< Resource >`. Dashed purple arrows point from the `uvs_` field to the top shared pointer and from the `texture_image_` field to the bottom shared pointer, indicating that these pointers are managed by the `MeshTexture` class.