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

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

uvs_
texture_image_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between a MeshTexture object and two shared pointers. On the right, a grey box labeled 'tesseract_geometry::MeshTexture' represents the source object. Two dashed purple arrows originate from this box and point to the left. The top arrow points to a white box containing 'std::shared_ptr< const tesseract_common::VectorVector2d >' and is labeled 'uvs_'. The bottom arrow points to a white box containing 'std::shared_ptr< Resource >' and is labeled 'texture_image_'. This indicates that the MeshTexture object holds references to these two data structures.