```
mm::BallShape< vec t >
                                     mm::BoxShape< vec t >
                                      mm::NURBSShape < vec
                                        t, param vec t >
                                    mm::PolygonShape< vec t >
                                       mm::PolyhedronShape
                                            < vec t>
                                       mm::PolytopeShape<
                                             vec t >
mm::DomainShape < vec_t >
                                    mm::RotatedShape< vec t >
                                      mm::STLShape < vec t >
                                       mm::ShapeDifference
                                            < vec_t >
                                    mm::ShapeUnion< vec_t >
                                       mm::TranslatedShape
                                            < vec_t >
                                   mm::UnknownShape< vec t >
```