```
Mesh
   + vertices
   + mesh
   # property_
   + ~Mesh()
   + GetMesh()
   + ~Mesh()
   + GetProperty()
   + Mesh()
   + ~Mesh()
   + Draw()
   + Erase()
   + Save()
   + ~Mesh()
   and 23 more...
   MeshDecorator
+ MeshDecorator()
+ ~MeshDecorator()
+ AddMeshProperties()
       Texture
+ bitmap
+ Texture()
+ ~Texture()
+ AddMeshProperties()
+ TextureFeatures()
+ Texture()
+ ~Texture()
```