```
Mesh
   vertices
   + mesh
   # property
   + ~Mesh()
   + GetMesh()
   + ~Mesh()
   + GetProperty()
   + Mesh()
   + ~Mesh()
   + Draw()
   + Erase()
   + Save()
   + ~Mesh()
   and 23 more...
   MeshDecorator
+ MeshDecorator()
+ ~MeshDecorator()
+ AddMeshProperties()
        Color
+ Color()
+ ~Color()
+ AddMeshProperties()
+ ColorFeatures()
```