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

MeshBuilderProxy

+ MeshBuilderProxy()+ ~MeshBuilderProxy()

+ CreateMesh()