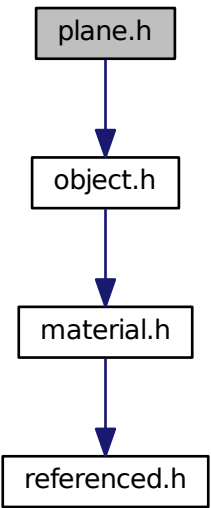


plane.h



```
graph TD; A[plane.h] --> B[object.h]; B --> C[material.h]; C --> D[referenced.h];
```

object.h

material.h

referenced.h