

hmap::Vec3< int >

std::vector< float >

shape

vector

hmap::Tensor

```
graph BT; hmap_Tensor[hmap::Tensor] -.->|shape| hmap_Vec3[hmap::Vec3< int >]; hmap_Tensor -.->|vector| std_vector[std::vector< float >];
```

The diagram illustrates a class hierarchy where `hmap::Tensor` is the base class. Two dashed purple arrows originate from `hmap::Tensor` and point to `hmap::Vec3< int >` and `std::vector< float >`. The arrow to `hmap::Vec3` is labeled 'shape', and the arrow to `std::vector` is labeled 'vector'.