```
SceneManager *
           SceneNode *
                               shared ptr< rviz::Arrow >
-scene_manager_ | -frame_node
                                  -acceleration arrow
      smacc rviz plugin::
            ĪmuVisual
      + ImuVisual()
      + ~ImuVisual()
      + setMessage()
      + setFramePosition()
      + setFrameOrientation()
      + setColor()
```