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