

```
std::shared_ptr< const  
tesseract_common::VectorVector2d >
```

```
std::shared_ptr< Resource >
```

uvs_
texture_image_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the dependencies of the `tesseract_geometry::MeshTexture` class. It is represented by a grey box on the right. Two dashed purple arrows originate from this box and point to the left. The top arrow, labeled `uvs_`, points to a white box containing the type `std::shared_ptr< const tesseract_common::VectorVector2d >`. The bottom arrow, labeled `texture_image_`, points to another white box containing the type `std::shared_ptr< Resource >`.