

Item

```
graph TD; Item[Item] --- Shader[Shader]; Item --- Outline[Outline];
```

The diagram illustrates a hierarchical structure. A large light blue rectangle with a dashed border is labeled 'Item'. Inside this rectangle is a smaller light blue rectangle with a solid black border. This inner rectangle contains two elements: the text 'Shader' on the left and a smaller light blue rectangle with a solid black border on the right. This innermost rectangle is labeled 'Outline'.

Shader

Outline