

vulkan_material_shader
_create

vulkan_ui_shader_create

vulkan_graphics_pipeline
_create

```
graph LR; A[vulkan_material_shader_create] --> C[vulkan_graphics_pipeline_create]; B[vulkan_ui_shader_create] --> C;
```

The diagram illustrates a functional dependency where two separate shader creation functions, 'vulkan_material_shader_create' and 'vulkan_ui_shader_create', serve as inputs to a single 'vulkan_graphics_pipeline_create' function. The input boxes are white with black borders, while the output box is gray with a black border. Blue arrows indicate the flow of data from the inputs to the output.