

vulkan_renderer_create
_material

```
graph LR; A[vulkan_renderer_create_material] --> B[vulkan_material_shader_acquire_resources]; A --> C[vulkan_ui_shader_acquire_resources];
```

The diagram illustrates a function call sequence. A gray box on the left, labeled 'vulkan_renderer_create_material', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'vulkan_material_shader_acquire_resources' and the bottom white box is labeled 'vulkan_ui_shader_acquire_resources'.

vulkan_material_shader
_acquire_resources

vulkan_ui_shader_acquire
_resources