

engine/src/renderer
/vulkan/shaders/vulkan
_material_shader.h

```
graph BT; A[engine/src/renderer/vulkan/shaders/vulkan_material_shader.h] --> B[engine/src/renderer/vulkan/shaders/vulkan_material_shader.c]; A --> C[engine/src/renderer/vulkan/vulkan_backend.c];
```

The diagram illustrates a header file inclusion structure. At the top is a gray box representing the header file `engine/src/renderer/vulkan/shaders/vulkan_material_shader.h`. Below it are two white boxes representing source files. A blue arrow points from the left source file, `engine/src/renderer/vulkan/shaders/vulkan_material_shader.c`, up to the header file. Another blue arrow points from the right source file, `engine/src/renderer/vulkan/vulkan_backend.c`, up to the same header file.

engine/src/renderer
/vulkan/shaders/vulkan
_material_shader.c

engine/src/renderer
/vulkan/vulkan_backend.c