

vulkan_renderer_destroy
_material

```
graph LR; A[vulkan_renderer_destroy_material] --> B[vulkan_material_shader_release_resources]; A --> C[vulkan_ui_shader_release_resources];
```

The diagram illustrates a function decomposition. A central box on the left, labeled 'vulkan_renderer_destroy_material', has two blue arrows pointing to the right. The top arrow points to a box labeled 'vulkan_material_shader_release_resources', and the bottom arrow points to a box labeled 'vulkan_ui_shader_release_resources'.

vulkan_material_shader
_release_resources

vulkan_ui_shader_release
_resources