

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