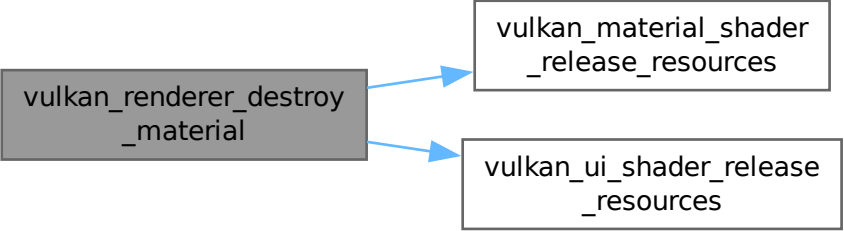


vulkan_renderer_destroy
_material



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

vulkan_material_shader
_release_resources

vulkan_ui_shader_release
_resources