

DepthBufferShadowObject
::Draw_Pass0

```
graph LR; A[DepthBufferShadowObject::Draw_Pass0] --> B[Camera::GetViewMatrix]; A --> C[Camera::GetProjectionMatrix];
```

The diagram illustrates a function call sequence. A gray box on the left, labeled 'DepthBufferShadowObject::Draw_Pass0', has two blue arrows pointing to two white boxes on the right. The top white box is labeled 'Camera::GetViewMatrix' and the bottom white box is labeled 'Camera::GetProjectionMatrix'.

Camera::GetViewMatrix

Camera::GetProjectionMatrix