

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

renderer/vulkan/vulkan
_types.inl

renderer/renderer_types.inl

```
graph TD; A[engine/src/renderer/vulkan/shaders/vulkan_material_shader.h] --> B[renderer/vulkan/vulkan_types.inl]; A --> C[renderer/renderer_types.inl];
```