

engine/src/renderer
/vulkan/vulkan_shader
_utils.h

```
graph BT; A[engine/src/renderer/vulkan/shaders/vulkan_object_shader.c] --> C[engine/src/renderer/vulkan/vulkan_shader_utils.h]; B[engine/src/renderer/vulkan/vulkan_shader_utils.c] --> C;
```

A diagram illustrating file dependencies. At the top is a gray box representing a header file: engine/src/renderer/vulkan/vulkan_shader_utils.h. Below it are two white boxes representing source files. The left box is engine/src/renderer/vulkan/shaders/vulkan_object_shader.c, and the right box is engine/src/renderer/vulkan/vulkan_shader_utils.c. Two blue arrows point from the bottom of each source file box up to the header file box, indicating that both source files include the header file.

engine/src/renderer
/vulkan/shaders/vulkan
_object_shader.c

engine/src/renderer
/vulkan/vulkan_shader
_utils.c