

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

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

The diagram illustrates a header file dependency. At the top is a gray box representing the header file `engine/src/renderer/vulkan/vulkan_shader_utils.h`. Below it are two white boxes representing source files. A blue arrow points from the left source file, `engine/src/renderer/vulkan/shaders/vulkan_material_shader.c`, to the header file. Another blue arrow points from the right source file, `engine/src/renderer/vulkan/vulkan_shader_utils.c`, to the header file.

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

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