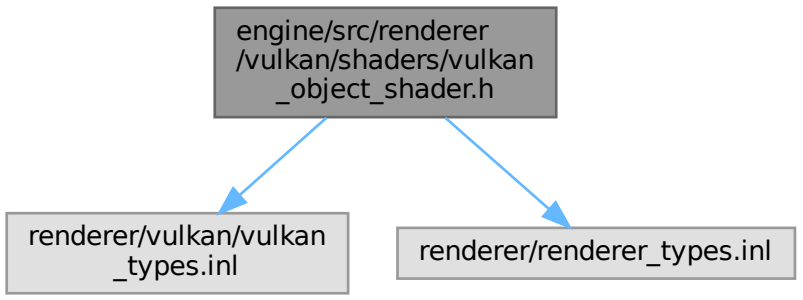


engine/src/renderer
/vulkan/shaders/vulkan
_object_shader.h



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

renderer/vulkan/vulkan
_types.inl

renderer/renderer_types.inl