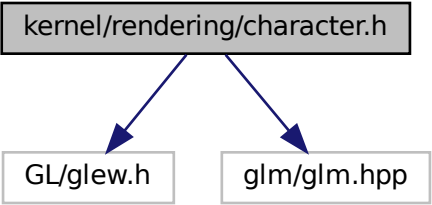


kernel/rendering/character.h



```
graph TD; A[kernel/rendering/character.h] --> B[GL/glew.h]; A --> C[glm/glm.hpp];
```

The diagram illustrates the dependencies of the file `kernel/rendering/character.h`. It is represented by a grey rectangular box at the top. Two blue arrows originate from the bottom of this box and point downwards to two separate white rectangular boxes. The left box contains the text `GL/glew.h` and the right box contains the text `glm/glm.hpp`.

GL/glew.h

glm/glm.hpp