


MaterialManager::CreateColor
Material



```
graph LR; A[MaterialManager::CreateColorMaterial] --> B[Logger::Log]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'MaterialManager::CreateColorMaterial'. The right box is white and contains the text 'Logger::Log'. A blue arrow points from the right side of the gray box to the left side of the white box.

Logger::Log