

SceneSerializer::LoadScene



```
graph LR; A[SceneSerializer::LoadScene] --> B[MaterialManager::GetMaterial]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a dark gray border and contains the text 'SceneSerializer::LoadScene'. The right box is gray with a dark gray border and contains the text 'MaterialManager::GetMaterial'. A blue arrow points from the right side of the left box to the left side of the right box.

MaterialManager::GetMaterial