


RenderPipeline::Execute



```
graph LR; A[RenderPipeline::Execute] --> B[Camera::GetZoom]
```

A diagram illustrating a function call. On the left, a gray rectangular box contains the text "RenderPipeline::Execute". A blue arrow points from the right side of this box to the left side of a white rectangular box on the right, which contains the text "Camera::GetZoom". Both boxes have a thin black border.

Camera::GetZoom