```mermaid
graph LR
    A[Spine.Unity.SkeletonGraphic.<br/>UpdateMeshSingleCanvasRenderer] --> B[Spine.Unity.SkeletonRenderer<br/>Instruction.GeometryNotEqual]
    A --> C[Spine.Unity.SkeletonGraphic.<br/>GetLayoutScale]
    A --> D[Spine.Unity.SkeletonRenderer<br/>Instruction.Set]
    D --> E[Spine.Unity.SkeletonRenderer<br/>Instruction.Clear]
```