

Spine.Unity.SkeletonGraphic.
Awake

Spine.Unity.SkeletonGraphic.
TrimRenderers

Spine.Unity.SkeletonGraphic.
SyncSubmeshGraphicsWithCanvasRenderers

```
graph LR; A[Spine.Unity.SkeletonGraphic.Awake] --> C[Spine.Unity.SkeletonGraphic.SyncSubmeshGraphicsWithCanvasRenderers]; B[Spine.Unity.SkeletonGraphic.TrimRenderers] --> C;
```