

Renderer

Renderer

U64Renderer

```
graph BT; U64Renderer[U64Renderer] --> R1[Renderer]; U64Renderer --> R2[Renderer];
```

The diagram illustrates a branching structure. At the bottom center is a rectangular box labeled "U64Renderer". From the top center of this box, a vertical line extends upwards. This line then splits into two horizontal branches. Each horizontal branch terminates in an upward-pointing arrowhead, which is positioned directly below the bottom edge of one of the two "Renderer" boxes located at the top of the image. The "Renderer" boxes are identical in size and style, with black outlines and white backgrounds, and are placed symmetrically on either side of the central vertical axis.