

ReSTIRVulkan/VRE_PointLight.h

```
graph TD; A[ReSTIRVulkan/VRE_PointLight.h] --> B[glm.hpp]; A --> C[memory];
```

A diagram showing a header file, ReSTIRVulkan/VRE_PointLight.h, at the top. Two blue arrows point downwards from this header to two separate boxes below it. The left box contains the text 'glm.hpp' and the right box contains the text 'memory'.

glm.hpp

memory