

VRE::VRE_GameObjRenderSystem
::CreatePipelineLayouts

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graph LR; A[VRE::VRE_GameObjRenderSystem::CreatePipelineLayouts] --> B[VRE::VRE_DescriptorSetLayout::Builder::AddBinding]; A --> C[VRE::VRE_DescriptorSetLayout::Builder::Build];
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VRE::VRE_DescriptorSetLayout
::Builder::AddBinding

VRE::VRE_DescriptorSetLayout
::Builder::Build