

TextureExtractorV2  
/Camera.cpp



```
graph TD; A[TextureExtractorV2 /Camera.cpp] --> B[Camera.hpp]; A --> C[Utils.h];
```

The diagram illustrates a dependency structure. At the top, a grey rectangular box contains the text 'TextureExtractorV2 /Camera.cpp'. Two blue arrows originate from the bottom of this box and point downwards to two separate white rectangular boxes. The box on the left is outlined in red and contains the text 'Camera.hpp'. The box on the right is also outlined in red and contains the text 'Utils.h'.

Camera.hpp

Utils.h