

BillboardRendererComponent
::Draw

SpriteRendererComponent
::Draw

StdMeshRendererComponent
::Draw

Shader::ShaderPassEnd

```
graph LR; A[BillboardRendererComponent::Draw] --> D[Shader::ShaderPassEnd]; B[SpriteRendererComponent::Draw] --> D; C[StdMeshRendererComponent::Draw] --> D;
```

The diagram illustrates a common shader pass end function, `Shader::ShaderPassEnd`, which is called by three different renderer components: `BillboardRendererComponent::Draw`, `SpriteRendererComponent::Draw`, and `StdMeshRendererComponent::Draw`. The components are listed on the left, and the target function is on the right. Arrows indicate the flow of control from each component's draw function to the shared shader pass end function.