

BillboardShader::ShaderSet

SpriteShader::ShaderSet

Texture::GetTexture

```
graph LR; A[BillboardShader::ShaderSet] --> C[Texture::GetTexture]; B[SpriteShader::ShaderSet] --> C;
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The diagram illustrates a dependency or call relationship. On the left, there are two white rectangular boxes with black borders. The top box contains the text 'BillboardShader::ShaderSet' and the bottom box contains 'SpriteShader::ShaderSet'. On the right, there is a gray rectangular box with a black border containing the text 'Texture::GetTexture'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both shader sets utilize the 'GetTexture' method of the 'Texture' class.