

mage::Resource



```
graph BT; EmptyVertexShader[mage::EmptyVertexShader] --> VertexShader[mage::VertexShader]; LambertianVertexShader[mage::LambertianVertexShader] --> VertexShader; VertexShader --> Resource[mage::Resource]
```

mage::VertexShader

mage::EmptyVertexShader

mage::LambertianVertexShader