

mage::Resource

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graph BT; EmptyPixelShader[mage::EmptyPixelShader] --> PixelShader[mage::PixelShader]; LambertianPixelShader[mage::LambertianPixelShader] --> PixelShader; PixelShader --> Resource[mage::Resource];
```

mage::PixelShader

mage::EmptyPixelShader

mage::LambertianPixelShader