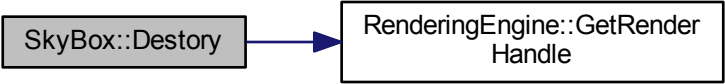


SkyBox::Destory



```
graph LR; A[SkyBox::Destory] --> B[RenderingEngine::GetRender Handle]
```

A diagram showing a call from the `SkyBox::Destory` function to the `RenderingEngine::GetRender Handle` function. The `SkyBox::Destory` box is shaded gray, while the `RenderingEngine::GetRender Handle` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

RenderingEngine::GetRender
Handle