



```
graph LR; A[Photon.Pun.PhotonAnimator  
View.OnPhotonSerializeView] -- curved arrow --> A; A -- straight arrow --> B[Photon.Pun.PhotonStreamQueue.  
Serialize];
```

Photon.Pun.PhotonAnimator
View.OnPhotonSerializeView

Photon.Pun.PhotonStreamQueue.
Serialize