

ShaderPipeline::map

ShaderPipeline::upload  
\_camera

ShaderPipeline::upload  
\_coordinate\_system

ShaderPipeline::upload

```
graph LR; A[ShaderPipeline::map] --> D[ShaderPipeline::upload]; B[ShaderPipeline::upload_camera] --> D; C[ShaderPipeline::upload_coordinate_system] --> D;
```