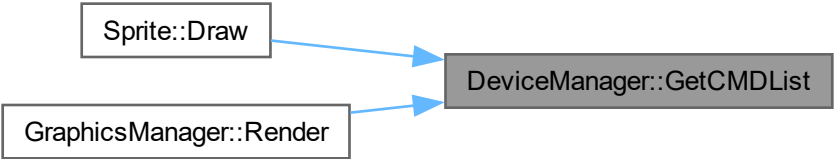


Sprite::Draw

GraphicsManager::Render

DeviceManager::GetCMDList



```
graph LR; A[Sprite::Draw] --> C[DeviceManager::GetCMDList]; B[GraphicsManager::Render] --> C;
```