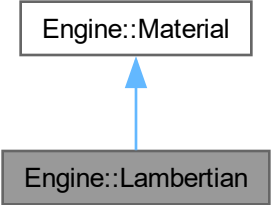


Engine::Material



```
graph BT; A[Engine::Lambertian] --> B[Engine::Material]
```

Engine::Lambertian