

LouiEriksson::Engine
::Graphics::Camera::PostRender

LouiEriksson::Engine
::Graphics::Camera::Render

LouiEriksson::Engine
::Graphics::Mesh::Primitives
::Quad::Instance

```
graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> C[LouiEriksson::Engine::Graphics::Mesh::Primitives::Quad::Instance]; B[LouiEriksson::Engine::Graphics::Camera::Render] --> C;
```

The diagram illustrates a dependency or call relationship. Two source functions, 'LouiEriksson::Engine::Graphics::Camera::PostRender' and 'LouiEriksson::Engine::Graphics::Camera::Render', are shown in white boxes on the left. Arrows from both point to a target function, 'LouiEriksson::Engine::Graphics::Mesh::Primitives::Quad::Instance', which is shown in a grey box on the right.