

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

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

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

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graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> C[LouiEriksson::Engine::Graphics::Mesh::Primitives::Quad::Instance]; B[LouiEriksson::Engine::Graphics::Camera::Render] --> C;
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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 of these boxes point to a single target function, 'LouiEriksson::Engine::Graphics::Mesh::Primitives::Quad::Instance', which is shown in a gray box on the right.