LouiEriksson::Graphics ::Material

+ ~Material()
+ std::weak_ptr< Shader
 > GetShader() const
 noexcept
+ std::weak_ptr< Texture
 > GetAlbedo() const noexcept
+ std::weak_ptr< Texture
 > GetRoughness() const
 noexcept
+ std::weak_ptr< Texture
 > GetMetallic() const
 noexcept
+ std::weak_ptr< Texture
 > GetNormals() const
 noexcept
+ std::weak_ptr< Texture
 > GetDisplacement() const
 noexcept
+ std::weak_ptr< Texture
 > GetAO() const noexcept
+ std::weak_ptr< Texture
 > GetEmission() const
 noexcept