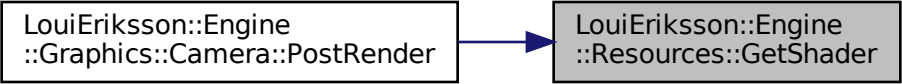


LouiEriksson::Engine
::Graphics::Camera::PostRender



```
graph LR; A[LouiEriksson::Engine::Graphics::Camera::PostRender] --> B[LouiEriksson::Engine::Resources::GetShader];
```

LouiEriksson::Engine
::Resources::GetShader