

LouiEriksson::Camera  
::PostRender

LouiEriksson::Camera  
::Render

LouiEriksson::Mesh  
::Primitives::Quad::  
Instance

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

The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'LouiEriksson::Camera::PostRender' and the bottom box contains 'LouiEriksson::Camera::Render'. On the right, there is a single box containing 'LouiEriksson::Mesh::Primitives::Quad::Instance'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box. The right box has a light gray background, while the left boxes have a white background.