

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
```