

LouiEriksson::Graphics  
::Camera::PostRender

LouiEriksson::Graphics  
::Camera::Render

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

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

The diagram illustrates a dependency or call relationship. Two boxes on the left, representing functions from the `LouiEriksson::Graphics::Camera` namespace, have arrows pointing to a single box on the right. The top box is `PostRender` and the bottom box is `Render`. Both arrows point to a box representing a `Quad::Instance` from the `LouiEriksson::Graphics::Mesh::Primitives` namespace. The target box is shaded gray, while the source boxes are white with black borders.