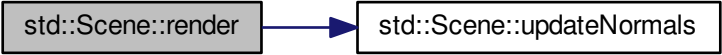


std::Scene::render



```
graph LR; A[std::Scene::render] --> B[std::Scene::updateNormals]
```

A diagram showing a call from the function `std::Scene::render` to the function `std::Scene::updateNormals`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

std::Scene::updateNormals