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State Machine hopter Nane DIE Gara Gane



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Scene Graph Lecture 3 Page 2 / 3 A forest of scene trees + Screey S cone 3 Scene Z Root Scene L Screen Location Parent / L Compas Background L Lompas Letters - Relationship - Compas Foreground L Score -Interative LBike La Mario L Mario Ly Talos 4Baddies Lwheek L) Environment L wheel LEUMba) LTrees Lukeel 2 L Gombaz LTreez L Cloud Guy L Cloud L) Environment -> Main Character L cloud Gox May LBlock (-)? L 3 lock 2-3 % L Carnera L fish roBd 2 Block3 > Breakabb 1. 13. K2

Parts of a Scene Tree

Scene has an array of childnodes. Each Hode has a Crossibly empty) array of child nodes Each Node has a (possibly empty)
array of Components Each Component responds to - draw calls - update calls - holds information

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