

SceneManager::createFrep  
Scene

main\_tutor

optixSDFTorus::SetRadius1

```
graph LR; A[SceneManager::createFrep Scene] --> D[optixSDFTorus::SetRadius1]; B[main_tutor] --> D;
```

The diagram illustrates two callouts pointing to a common target. The first callout, 'SceneManager::createFrep Scene', is a white box with a black border. The second callout, 'main\_tutor', is a smaller white box with a black border. Both callouts have blue arrows pointing to a gray box with a black border labeled 'optixSDFTorus::SetRadius1'.