

SDFBlendIntersectionOp
::AdjustCenterAndBoundingBox

```
graph LR; A[SDFBlendIntersectionOp::AdjustCenterAndBoundingBox] --> B[optixSDFBinaryOp::GetInput1]; A --> C[optixSDFBinaryOp::GetInput2];
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optixSDFBinaryOp::GetInput1

optixSDFBinaryOp::GetInput2