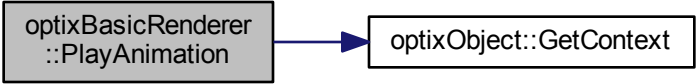


optixBasicRenderer
::PlayAnimation



```
graph LR; A[optixBasicRenderer::PlayAnimation] --> B[optixObject::GetContext]
```

A diagram showing a call from `optixBasicRenderer::PlayAnimation` to `optixObject::GetContext`. 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.

optixObject::GetContext