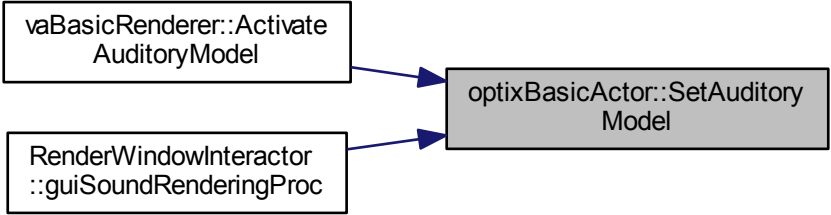


vaBasicRenderer::Activate
AuditoryModel

RenderWindowInteractor
::guiSoundRenderingProc

optixBasicActor::SetAuditory
Model



```
graph LR; A[vaBasicRenderer::Activate AuditoryModel] --> C[optixBasicActor::SetAuditory Model]; B[RenderWindowInteractor::guiSoundRenderingProc] --> C;
```

The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'vaBasicRenderer::Activate AuditoryModel'. The bottom box contains the text 'RenderWindowInteractor::guiSoundRenderingProc'. On the right, there is a single box containing the text 'optixBasicActor::SetAuditory Model'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the right box. The right box has a light gray fill, while the left boxes have a white fill. All boxes have a black border.