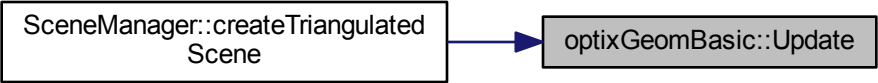


SceneManager::createTriangulated
Scene



```
graph LR; A[SceneManager::createTriangulatedScene] --> B[optixGeomBasic::Update]
```

A diagram showing a call from SceneManager::createTriangulatedScene to optixGeomBasic::Update. The first box is white with a black border, and the second box is gray with a black border. A blue arrow points from the right side of the first box to the left side of the second box.

optixGeomBasic::Update