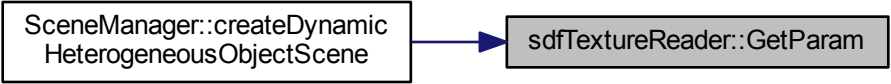


SceneManager::createDynamic
HeterogeneousObjectScene



```
graph LR; A[SceneManager::createDynamicHeterogeneousObjectScene] --> B[sdfTextureReader::GetParam];
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'SceneManager::createDynamic' on the first line and 'HeterogeneousObjectScene' on the second line. The right box is gray with a black border and contains the text 'sdfTextureReader::GetParam'. A blue arrow points from the right side of the left box to the left side of the right box.

sdfTextureReader::GetParam