

SDFBlendUnionOp::AdjustCenter
AndBoundingBox

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

optixSDFBinaryOp::GetInput1

optixSDFBinaryOp::GetInput2