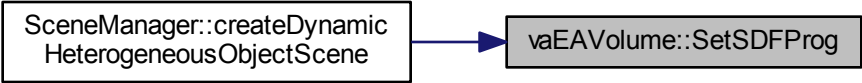


SceneManager::createDynamic  
HeterogeneousObjectScene



```
graph LR; A[SceneManager::createDynamicHeterogeneousObjectScene] --> B[vaEAVolume::SetSDFProg];
```

vaEAVolume::SetSDFProg