


optixRenderer::UpdateCamera



```
graph LR; A[optixRenderer::UpdateCamera] --> B[optixObject::GetContext]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'optixRenderer::UpdateCamera'. The right box is white and contains the text 'optixObject::GetContext'. A blue arrow points from the right side of the gray box to the left side of the white box.

optixObject::GetContext