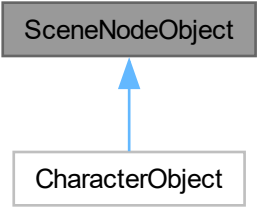


SceneNodeObject



```
graph BT; CharacterObject --> SceneNodeObject
```

CharacterObject