

FadingAnimation.ChangeRenderingMode

```
graph LR; A[FadingAnimation.ChangeRenderingMode] --> B[FadingAnimation.ToFadeMode]; A --> C[FadingAnimation.ToOpaqueMode];
```

The diagram illustrates a branching structure. On the left, a gray rectangular box with a black border contains the text "FadingAnimation.ChangeRenderingMode". Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box with a black border containing the text "FadingAnimation.ToFadeMode". The bottom arrow points to another white rectangular box with a black border containing the text "FadingAnimation.ToOpaqueMode".

FadingAnimation.ToFadeMode

FadingAnimation.ToOpaqueMode