

SceneManager.LoadScene

```
graph LR; A[SceneManager.LoadScene] --> B[SceneManager.LoadSceneAsync];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'SceneManager.LoadScene'. The right box is light gray with a black border and contains the text 'SceneManager.LoadSceneAsync'.

SceneManager.LoadSceneAsync