

Spine.Unity.SkeletonGraphic.
OnCullStateChanged

```
graph LR; A[Spine.Unity.SkeletonGraphic.  
OnCullStateChanged] --> B[Spine.Unity.SkeletonGraphic.  
OnBecameInvisible]; A --> C[Spine.Unity.SkeletonGraphic.  
OnBecameVisible];
```

Spine.Unity.SkeletonGraphic.
OnBecameInvisible

Spine.Unity.SkeletonGraphic.
OnBecameVisible