

nanort::BVHAccel< vertex
_t >::Build

nanort::BVHAccel< vertex
_t >::BuildTree

nanort::ComputeBoundingBox

```
graph LR; A[nanort::BVHAccel< vertex_t >::Build] --> C[nanort::ComputeBoundingBox]; B[nanort::BVHAccel< vertex_t >::BuildTree] --> C;
```

The diagram illustrates a relationship between three functions. On the left, there are two white rectangular boxes. The top box contains the text 'nanort::BVHAccel< vertex_t >::Build' and the bottom box contains 'nanort::BVHAccel< vertex_t >::BuildTree'. On the right, there is a single gray rectangular box containing the text 'nanort::ComputeBoundingBox'. Two blue arrows originate from the right side of the two white boxes and point towards the left side of the gray box, indicating that both 'Build' and 'BuildTree' functions utilize or call 'ComputeBoundingBox'.