

```
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 with black borders. 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 with a black border 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 depend on the `ComputeBoundingBox` function.