

nanort::BVHAccel::BuildTree



```
graph LR; A[nanort::BVHAccel::BuildTree] --> B[nanort::FindCutFromBinBuffer]; B --> C[nanort::CalculateSurfaceArea];
```

The diagram illustrates a three-step process flow. It begins with a box labeled 'nanort::BVHAccel::BuildTree', followed by an arrow pointing to a box labeled 'nanort::FindCutFromBinBuffer', which then points to a final box labeled 'nanort::CalculateSurfaceArea'. The first two boxes are white with black borders, while the final box is solid gray.

nanort::FindCutFromBinBuffer

nanort::CalculateSurfaceArea