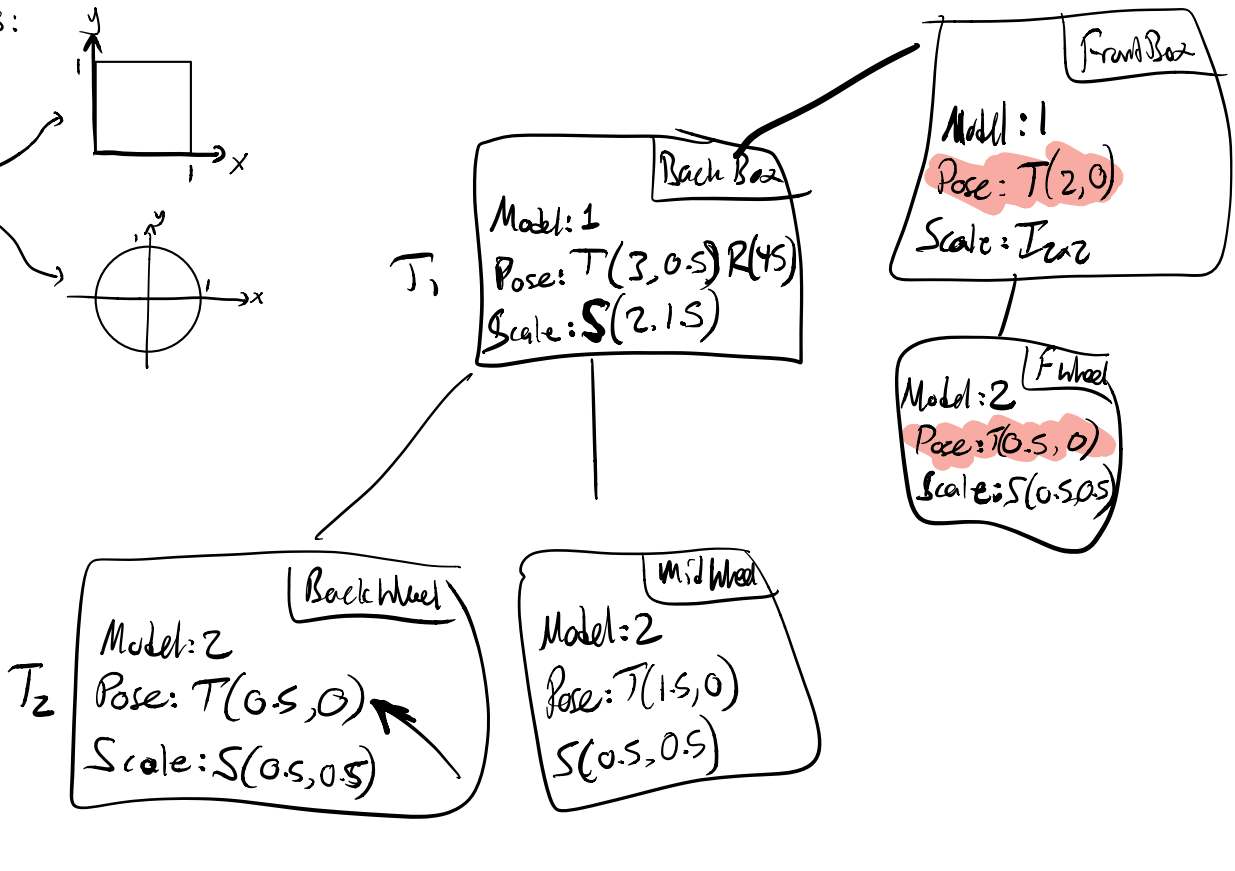
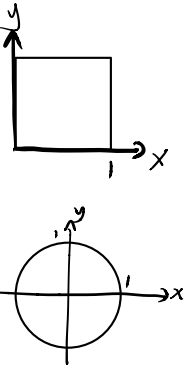


Scene Graph: Example

Primitives:

Objs



~~S T₃ T₂ T₁~~

A: T₁ T₂ T₃ S

B: T₃ T₂ T₁ S

T₁ T₂ S

get-P(node):

P = n.P

if n.hasParent()

P = P.parent.get-P

else:

P

