

Direct Acyclic Graph

shaders use this

animation state machine use this

- **Why Important:**

- Scene graphs are the backbone of game engines like Unity or Unreal, representing the **hierarchical structure** of objects.
- They handle **transformations**, **instancing**, and **visibility** efficiently.

- **Learn To:**

- Traverse scene graphs for operations like toggling visibility or applying global transformations.
- Understand shared nodes (e.g., meshes, materials, lights) and their impact on rendering.