Concept and Use Cases

Scoping: Concept

The scope concept supplies selects only specific parts of the scene graph for rendering, depending on the specific situation.

- Scope forms conceptual groups independent of the scene graph.
- Node part of the scene tree can be assigned to several scopes.

Scopes are logical entities defined as bit fields, whereby each scope corresponds to a bit field. The set of scopes associated to a node is called scope mask. By default, the scope mask of all nodes including cameras contains all of the 32 scopes.

Scoping: Use Cases

The scope concept is used for:

- Light culling: Only objects part of the scope of a given light will be illuminated
- Visibility culling: Only objects part of the scope of a given camera will be rendered

Scope Mask

This option "Show scope mask in hexadecimal format" is available in the Preferences dialog opened from "File" > "Preferences" menu, section Editor.
It ensures that the values for Scope property will be displayed in hex in the Properties panel.

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