Depsgraph
Design Overview 2

Joshua Leung
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ID Block
ID Ref Node

Animation | Parameters | Transform | Geometry
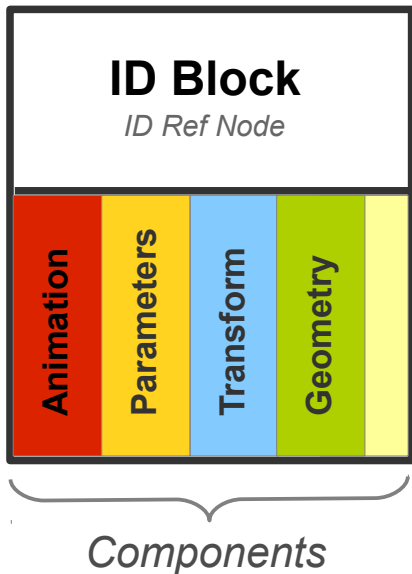
Components
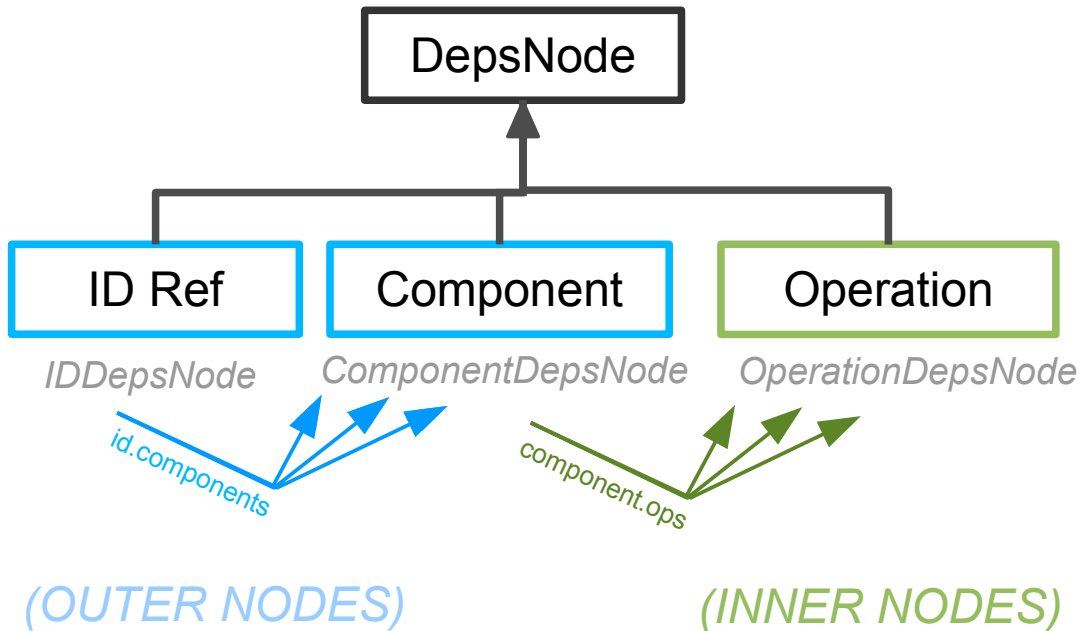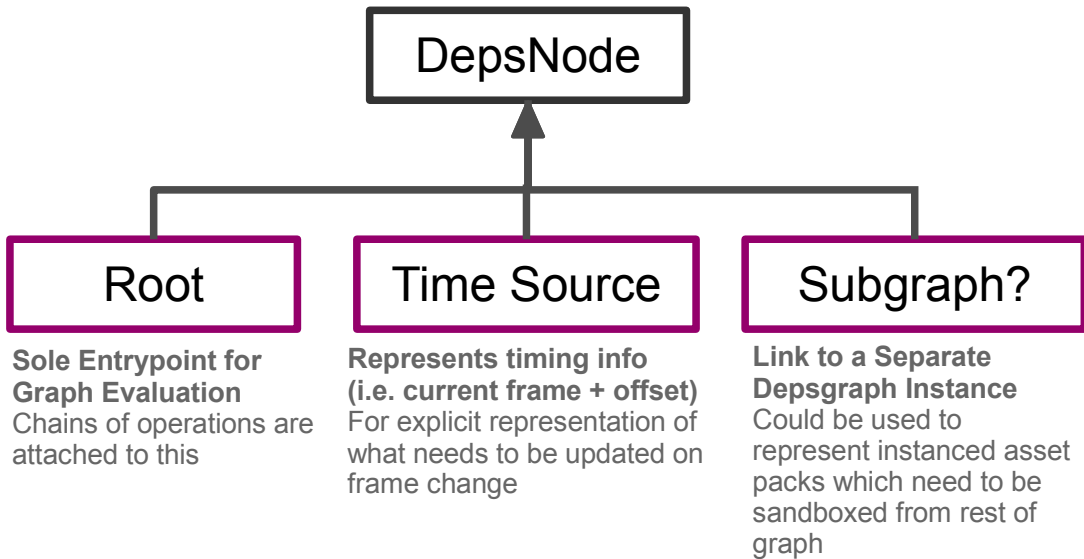
Components

- Outer-nodes which define a category of evaluation operations + results with similar characteristics.

- Each ID-Block consists of several components, which together define the various data aspects and evaluation products from that block

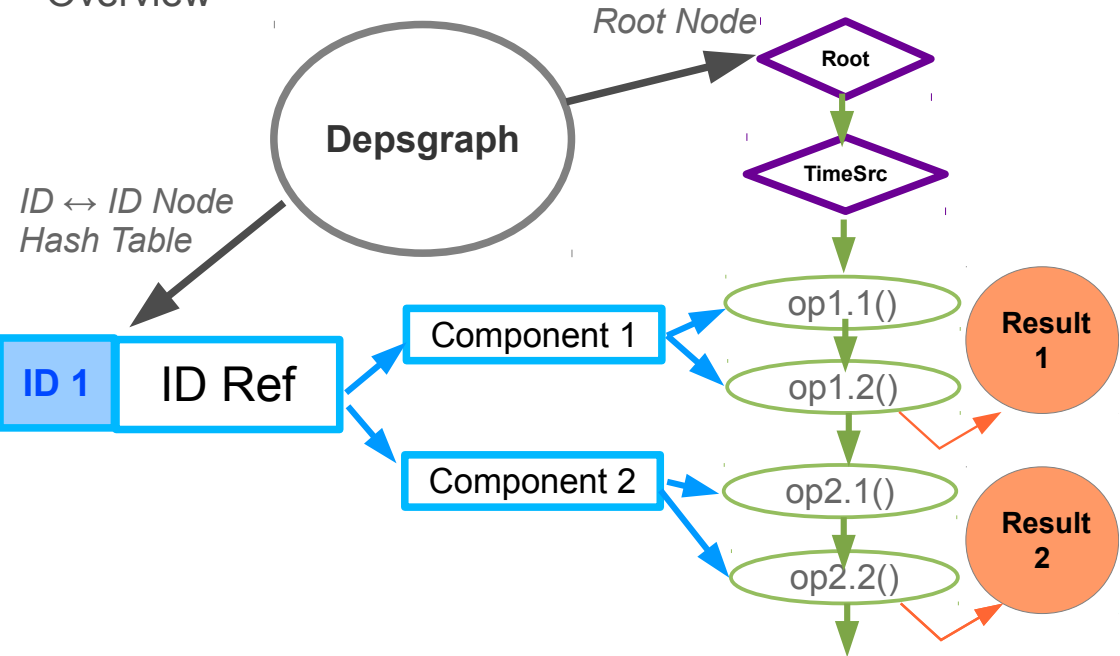# Inheritance Hierarchy for Node Types

Inheritance Hierarchy for Node Types (2)


```
                        ┌──────────────┐
                        │  DepsNode    │
                        └──────────────┘
                               ▲
        ┌──────────────────────┼──────────────────────┐
┌──────────────┐      ┌──────────────┐      ┌──────────────┐
│    Root      │      │ Time Source  │      │  Subgraph?   │
└──────────────┘      └──────────────┘      └──────────────┘
```

Root

Sole Entrypoint for Graph Evaluation
Chains of operations are attached to this

Time Source

Represents timing info (i.e. current frame + offset)
For explicit representation of what needs to be updated on frame change

Subgraph?

Link to a Separate Depsgraph Instance
Could be used to represent instanced asset packs which need to be sandboxed from rest of graph

(GENERIC NODES)

Depsgraph + Evaluation System

Overview

Graph Structure:

Components & Operations

from ID

Component

init()

exec_op1()

Target 1

Target 2A

exec_op2()

Target 2B

cleanup()
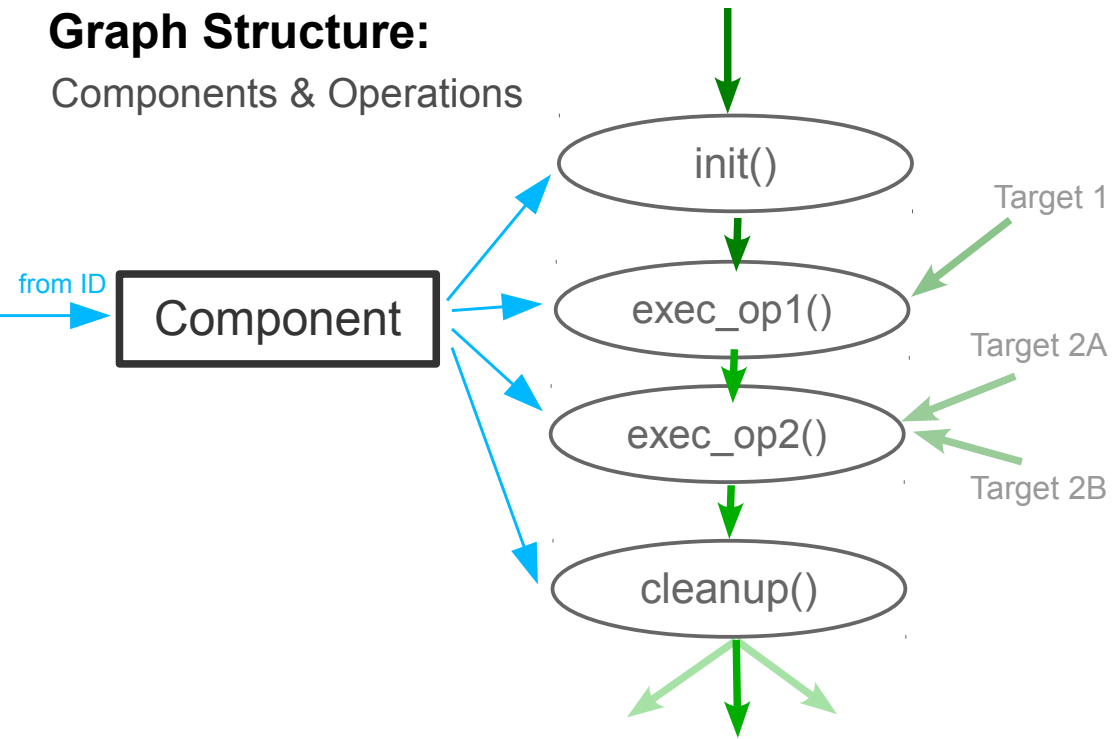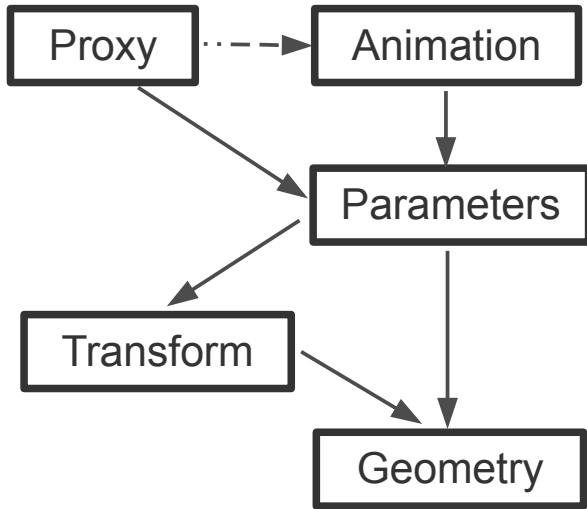
Relationships Between Components

Component Network