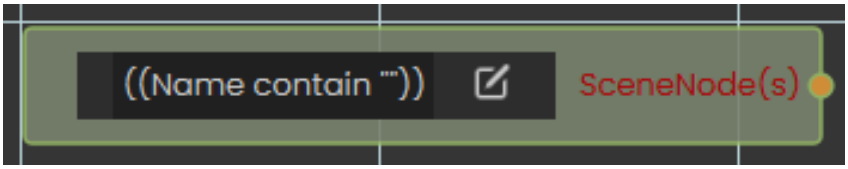
Scene Node Query

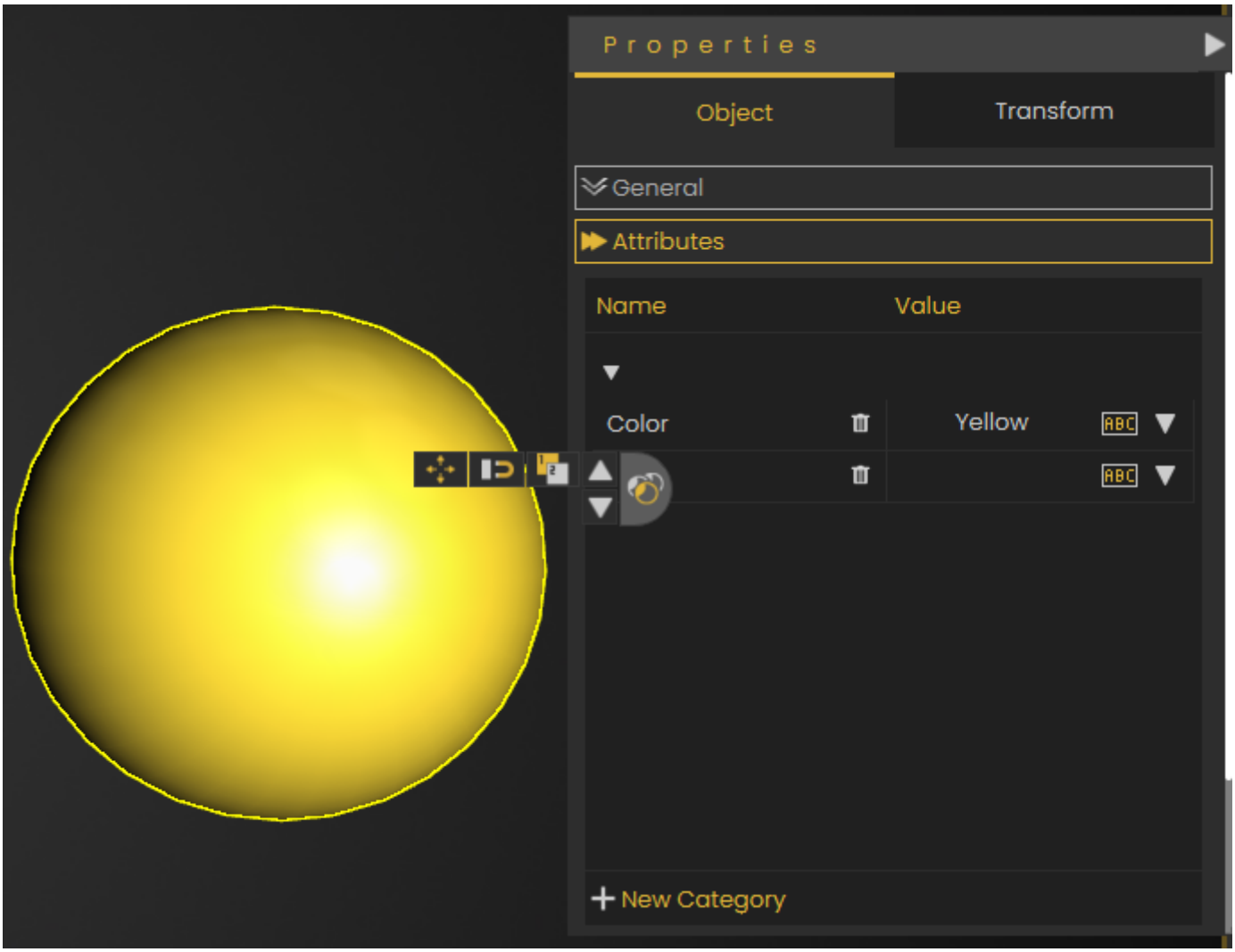
Scene Node Query



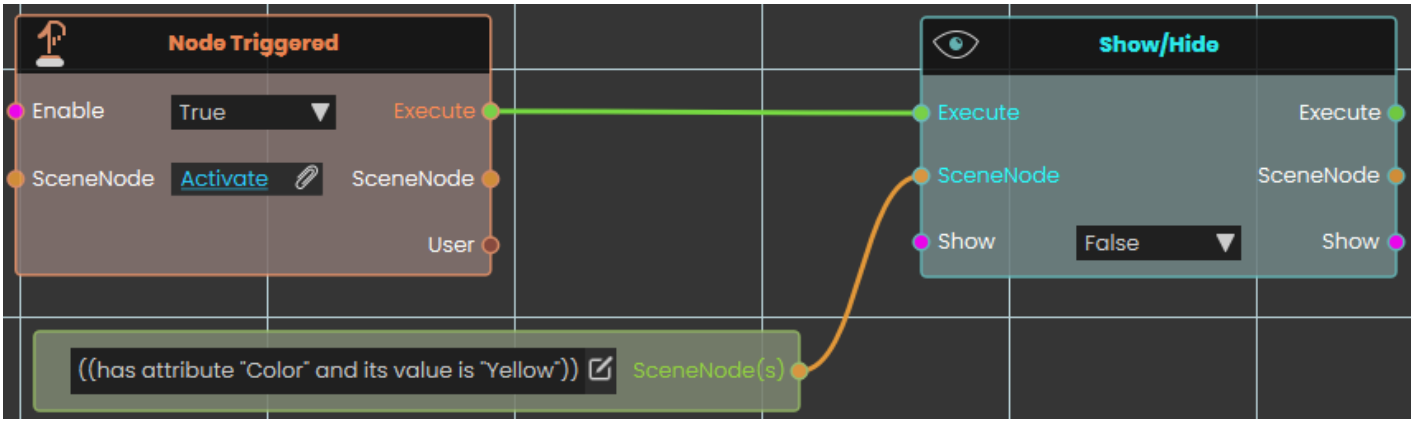
The **SceneNode Query** enables the system to identify an object based on its attributes within the VR environment. This node enhances interactivity by allowing responses to be customized for individual objects, triggering specific actions based on **SceneNode attributes** as part of their virtual experience.

Example

In this example, the **SceneNode Query** is used to acquire specific attributes from specific objects, in order to perform specific response to them



Then when user triggers object named **Activate**, and the response connected to the node will be executed to the objects with attribute name **Color** and its value is **Yellow.**



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