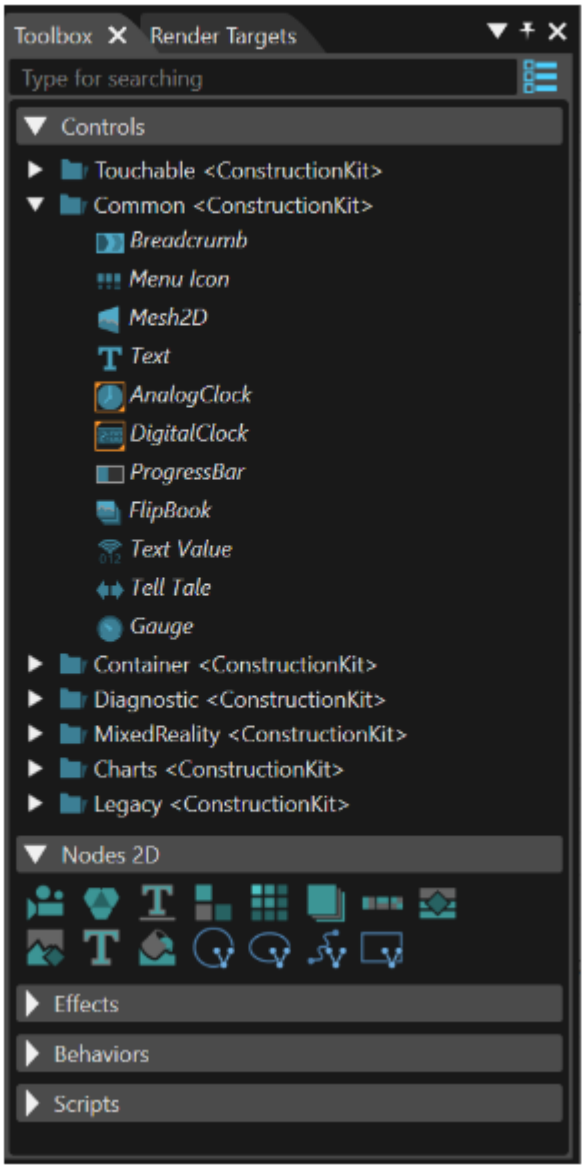
Create Nodes

Create Nodes from Toolbox

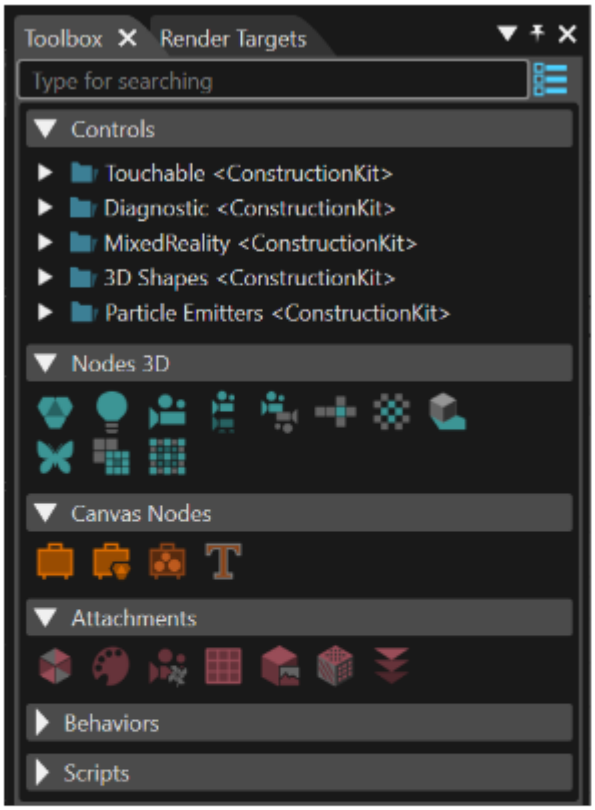
You can create new nodes by dragging items from the **Toolbox** and dropping them into the following locations:

- **Scene Tree** - Inserts the node into the desired position within the scene graph hierarchy.
- **Scene Editor (Render View)** - Creates the node at the specific display coordinates where it is dropped.

Toolbox for 2D scenes



Toolbox for 3D scenes

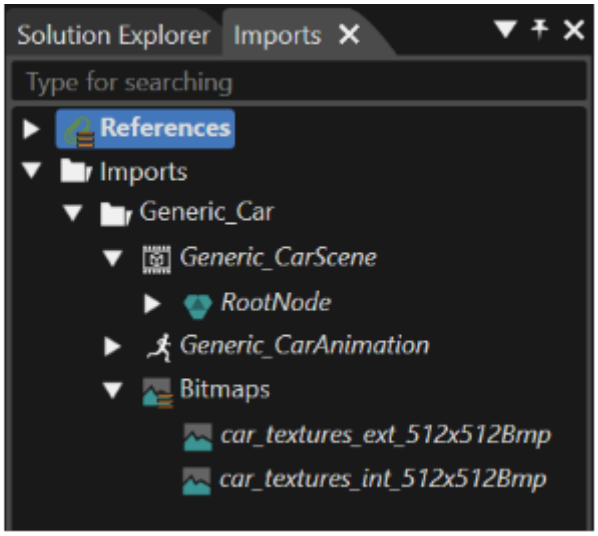


When adding a node to the scene tree, keep the following behaviors in mind:

- **Default Placement**
  The new node is created as the **last child** of the node onto which the node is dropped.
- **Repositioning**
  You can drag and drop nodes within the scene tree to modify the hierarchy. While dragging, a **blue selection line** indicates whether the node will be placed **as child** of another node or **between two existing nodes**.

Create Nodes from Imports

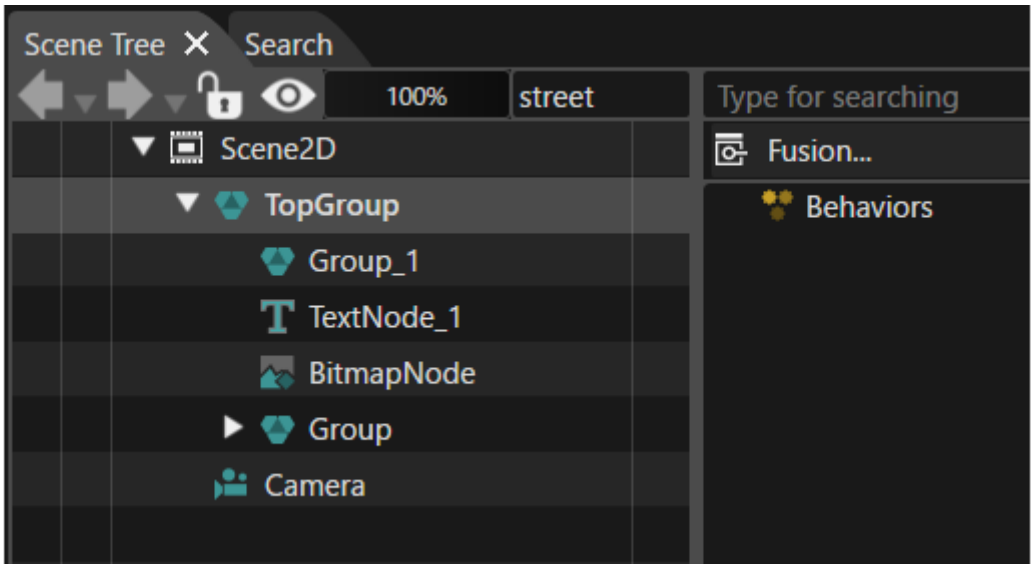
You can create nodes by dragging items from **user-defined imports** (template scene nodes) and dropping them into **Scene Editor** or the **Scene Tree**.



Creating Nodes in Scene Editor
Drag a template scene node from the Imports panel and drop it into the **Scene Editor** to create an instance of that node at the drop location. The new scene node is created at the **top level** of the scene graph.

Creating Nodes in the Scene Tree
Alternatively, you can drag a template scene node from Imports and drop it directly into the **Scene Tree**. This allows you to place the new node within the desired position of the scene graph hierarchy.

> When dropping Bitmaps from Imports into either the **Scene Tree** or the **Scene Editor** , a **RenderNode2D** is created automatically. This node is initialized with a **BitmapBrushBlend** effect that references the selected bitmap.



Revision #6
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