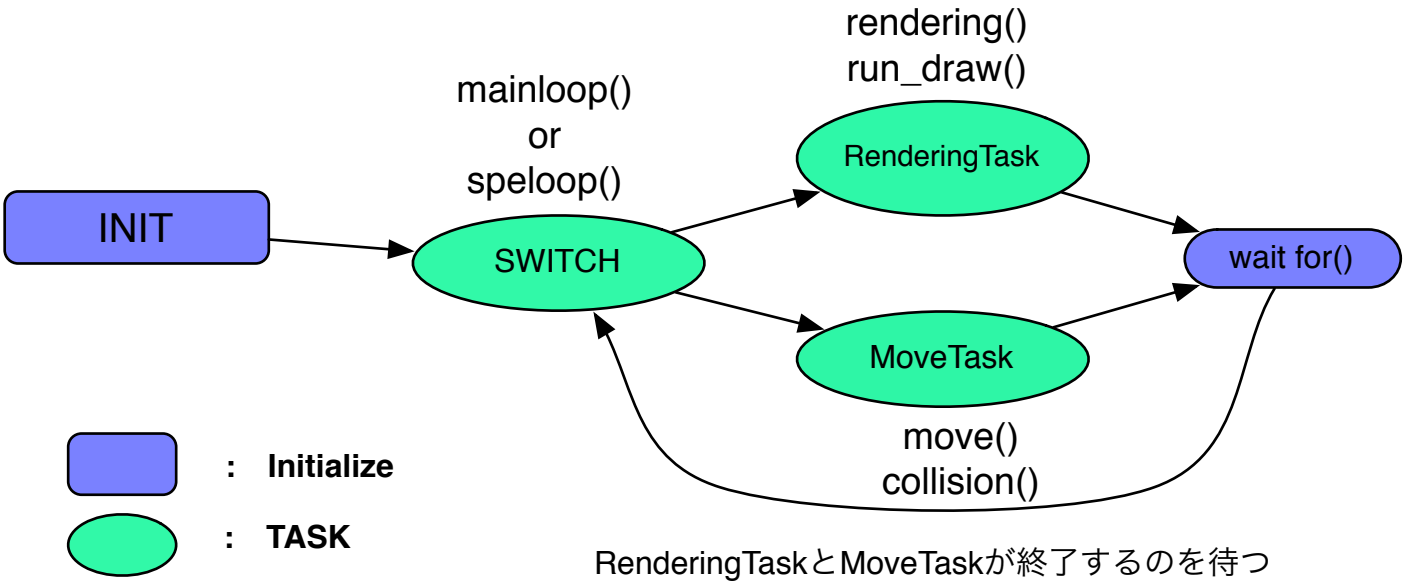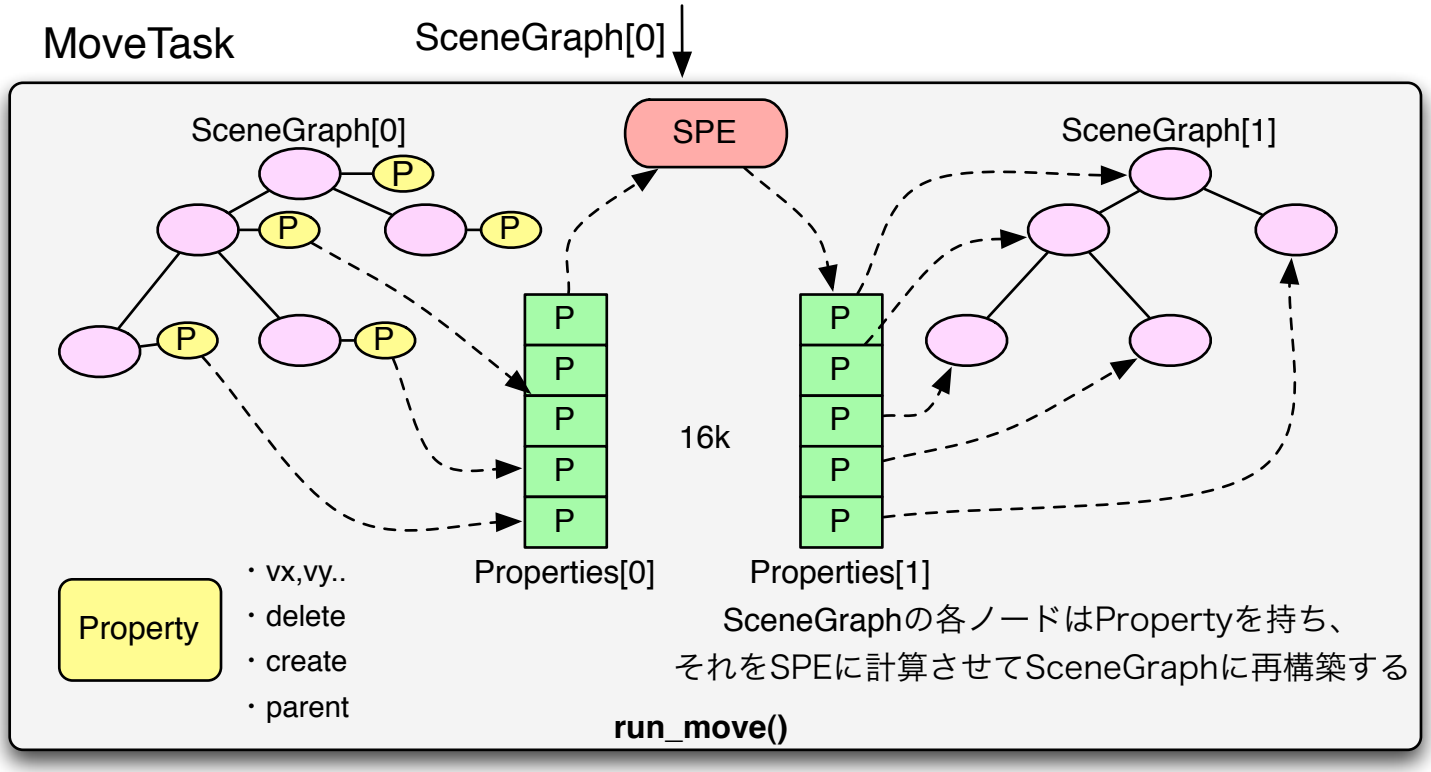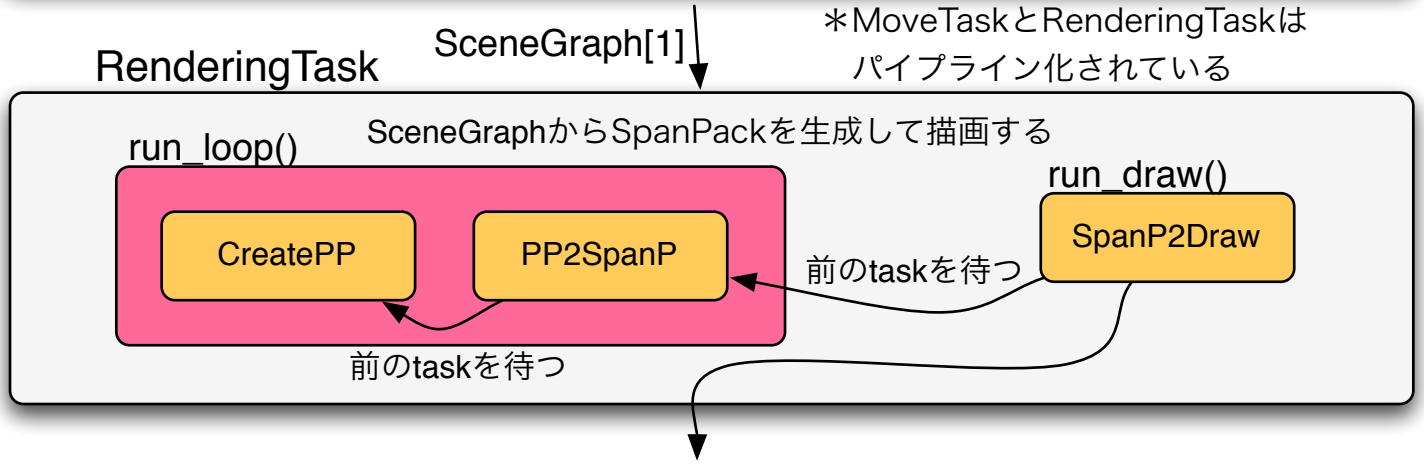SPUを用いたSceneGraphの処理