

Vector3DTransform



```
graph BT; A[DiscreteRotation] --> B[Vector3DTransform];
```

A diagram illustrating a class hierarchy. At the bottom is a dark gray rectangular box labeled "DiscreteRotation". A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box with a gray border at the top, labeled "Vector3DTransform".

DiscreteRotation