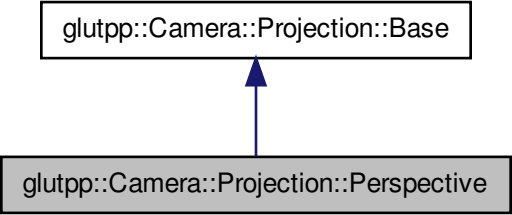


glutpp::Camera::Projection::Base



```
graph BT; Perspective[glutpp::Camera::Projection::Perspective] --> Base[glutpp::Camera::Projection::Base]
```

glutpp::Camera::Projection::Perspective