```
Matrix< 4, 4, float >
  - m
  + Matrix()
  + Matrix()
  + operator()()
  + operator()()
  + isIdentity()
  + setToIdentity()
  + fill()
  + transposed()
  + operator+=()
  + operator-=()
  + operator*=()
  + operator/=()
  + operator==()
  + operator!=()
  + data()
  + data()
             # matrix
    Transformation
  + Transformation()
  + ~Transformation()
  + getMatrix()
  + transform()
  + resetOrigin()
 MoveTransformation
+ MoveTransformation()
+ transform()
```

+ resetOrigin()