```
RAY::Camera::ICamera
 + ~ICamera()
 + getMatrix()
RAY::Camera::Camera2D
   pad0
+ Camera2D()
+ Camera2D()
+ ~Camera2D()
+ operator=()
+ setOffset()
                              camera
+ setTarget()
+ setRotation()
+ setZoom()
+ getOffset()
+ getTarget()
+ getRotation()
+ getZoom()
+ getMatrix()
```