

transformSphere



```
graph LR; A[transformSphere] --> B[SquareMatrix4::mulPointMat]
```

A diagram showing a call to the function transformSphere. A grey rectangular box on the left contains the text transformSphere. A blue arrow points from this box to a white rectangular box on the right. The white box contains the text SquareMatrix4::mulPointMat, which represents the method used for the transformation.

SquareMatrix4::mulPointMat