

## Camera

- \_projectionType
- \_pos
- \_front
- \_up
- \_right
- \_worldup
- \_view
- \_projection
- \_update
- \_yaw
- and 8 more...

- + Camera()
- + ~Camera()
- + Camera()
- + Camera()
- + operator=()
- + operator=()
- + Update()
- + MoveForward()
- + MoveBackward()
- + MoveLeft()
- + MoveRight()
- + MoveUp()
- + MoveDown()
- + MouseMovement()
- + Zoom()
- Right()
- Up()