

Camera::setProjection



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graph LR; A[Camera::setProjection] --> B[Matrix4::createPerspective Matrix]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is white with a black border and contains the text 'Camera::setProjection'. The right box is gray with a black border and contains the text 'Matrix4::createPerspective Matrix' on two lines. A blue arrow points from the right side of the left box to the left side of the right box.

Matrix4::createPerspective
Matrix