Vector3

+ x
+ y
+ z

+ Vector3()
+ operator+()
+ operator-()
+ operator*()
+ operator*=()
+ operator/()
+ operator==()
+ operator+=()
+ magnitude()
+ normalized()
+ dot()
+ cross()
+ toString()

Quaternion

+ w
+ x
+ y
+ z

+ Quaternion()
+ Quaternion()
+ operator-()
+ operator+()
+ operator-()
+ operator*()
+ normalized()
+ dot()
+ operator*()
+ rotateVector()
+ toMatrix()
+ fromAxisAngle()
+ fromMatrix()
+ lookRotation()

+position
+scale

+rotation

TransformComponent

+ TransformComponent()
+ TransformComponent()
+ get_transformation
  _matrix()