

Matrix4::createRotationMatrix

Object::rotate

Quaternion::fromAxisAngle

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graph LR; A[Matrix4::createRotationMatrix] --> C[Quaternion::fromAxisAngle]; B[Object::rotate] --> C;
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The diagram illustrates the dependency of two functions on a common function. On the left, there are two white rectangular boxes. The top box contains the text 'Matrix4::createRotationMatrix' and the bottom box contains 'Object::rotate'. On the right, there is a gray rectangular box containing the text 'Quaternion::fromAxisAngle'. Two blue arrows point from the right side of the left boxes to the left side of the gray box, indicating that both 'Matrix4::createRotationMatrix' and 'Object::rotate' depend on 'Quaternion::fromAxisAngle'.