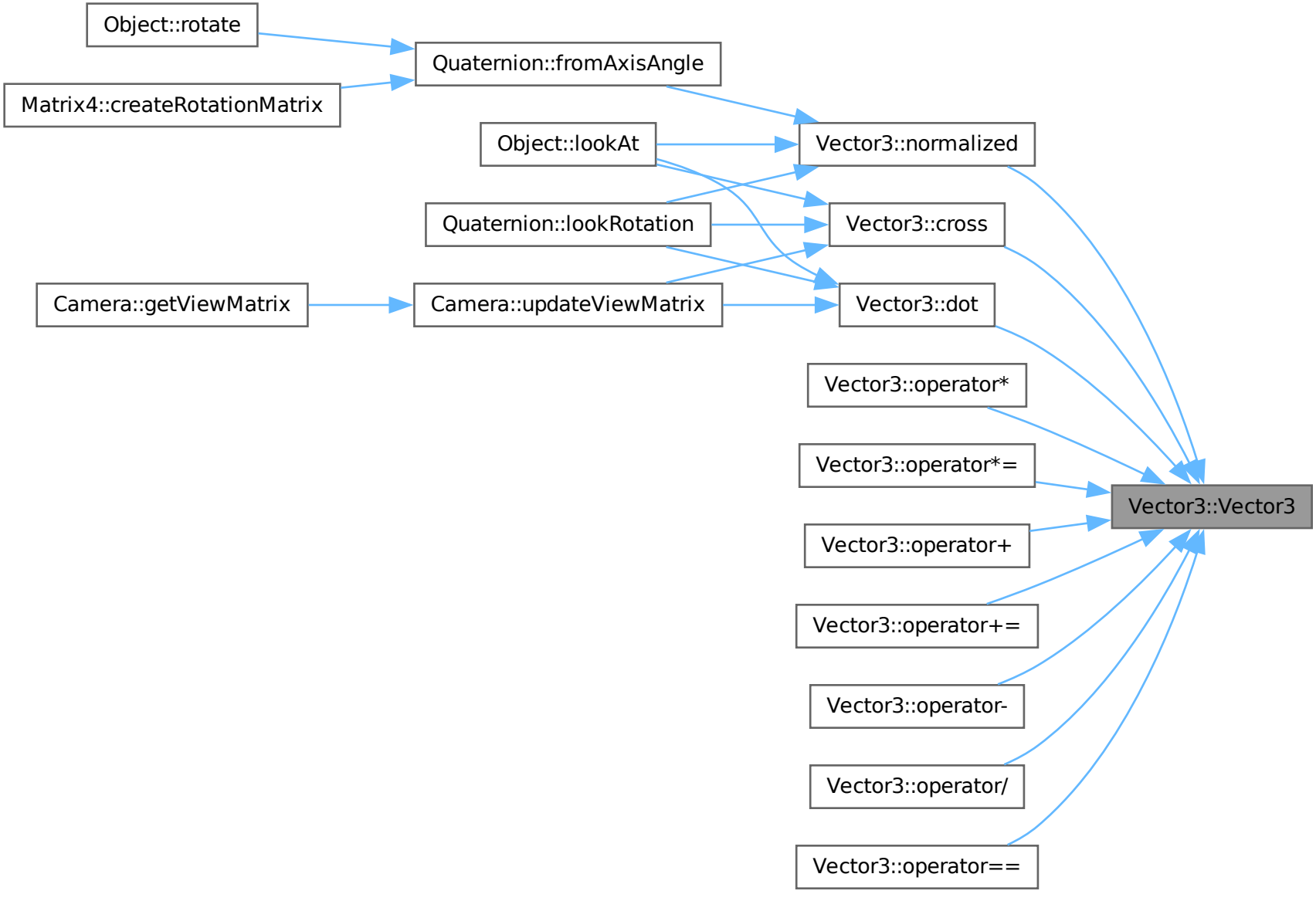
Object::rotate
Matrix4::createRotationMatrix
Quaternion::fromAxisAngle
Object::lookAt
Vector3::normalized
Quaternion::lookRotation
Vector3::cross
Camera::getViewMatrix
Camera::updateViewMatrix
Vector3::dot
Vector3::operator*
Vector3::operator*=
Vector3::Vector3
Vector3::operator+
Vector3::operator+=
Vector3::operator-
Vector3::operator/
Vector3::operator==