**14.Math for Game Developers - Mouse Control (Euler Angles)**

**17.Math for Game Developers - Bullet Whizzes (Projections)**

**19.Math for Game Developers - Character Movement 8**

**21.Math for Game Developers - Rotating Characters (Matrix Rotation)**

**24.Math for Game Developers - Updated Bullet Collisions (Coordinate Systems)**

last step - why multiply inverse matrix to the end of equation, not in the beginning

