Basics

# Vector and Matrix

## Vector

### Dot

### Cross

### INTERPOLATION

## Matrix

### Multiply with vector

as direction, as point.

# Transform

## Translation

## Scale

## Rotation

### Euler rotation

#### Rotate around x axis

#### Rotate around y axis

#### Rotate around z axis

### Look at

### Quaternion

#### Multipy

#### Dot

#### INTERPOLATION

#### Rotate vector

Rotate around axis by .

#### Matrix

#### Euler to quaternion

#### QUATERNION to euler