

AbstractCamera



```
graph BT; LookAtCamera --> AbstractCamera
```

A UML class diagram illustrating inheritance. At the bottom is a class box for 'LookAtCamera' with a light gray fill. A solid blue arrow points vertically upwards from the 'LookAtCamera' box to a class box for 'AbstractCamera' at the top, which has a white fill. Both boxes have black borders and text.

LookAtCamera