https://learnopengl-cn.github.io/01%20Getting%20started/09%20Camera/

摄像机方向:

坐标原点指向摄像机位置

不关心滚转角(Roll)

首先求方向的y分量

direction.y = sin(glm::radians(pitch)); // 注意我们先把角度转为弧度

direction.x = cos(glm::radians(pitch)) \* cos(glm::radians(yaw)); // 译注：direction代表摄像机的前轴(Front)，这个前轴是和本文第一幅图片的第二个摄像机的方向向量是相反的

direction.z = cos(glm::radians(pitch)) \* sin(glm::radians(yaw));