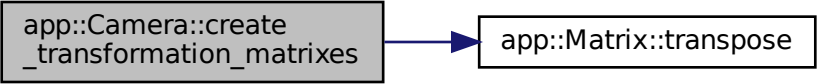


app::Camera::create
_transformation_matrixes



```
graph LR; A[app::Camera::create_transformation_matrixes] --> B[app::Matrix::transpose]
```

app::Matrix::transpose