

While the model view represents the objects own coordinates and model, the space in which objects live and interact with each other and the camera view is the world view. An object's place in the world view is calculated with a world transform matrix which represents a scale transform, a linear translate transform and a rotation transform in a single 4x4 matrix. Essentially the world transform matrix is the translation in 3d space of the object's axis and which direction they now point as well as where the object's new origin is relative to the world origin.